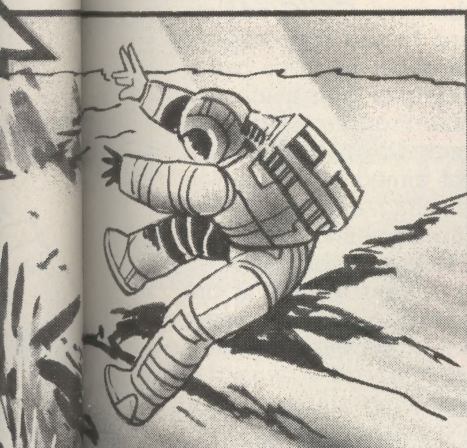


```

7999 REM***ATTACK WAVES***
8000 PRINT"ROX ATTACK";AW;"COMPLETED!!"
8010 PRINT"    BONUS OF 100 *";AW
8020 PT=PT+AW*100:POKEV,15:POKEWA,33:FORX=0T010:POKE53281,RND(1)*16:FORY=0T060
8030 POKEH,Y:NEXTY:NEXTX:POKEWA,0:POKE53281,0
8040 PRINT"    "
8045 PRINT"    "
8050 AW=AW+1:IFAW<7THEN190
8060 GOTO15000
9999 REM***DO IN MOONBASE***
10000 PRINT"    *** MOON BASE DONE IN !! ***"
10010 POKEV+21,32:POKEWA,129:POKEH,RND(1)*254:FORX=15T00STEP-.1
10020 POKEV+10,170:POKEV+11,180:POKEV+23,0:POKEV+29,0:POKEVO,X
10030 POKEV+10,166:POKEV+11,174:POKEV+23,32:POKEV+29,32:POKEVO,0:NEXT X
10040 POKEV+21,0:POKEWA,0:BL=1
10999 REM***ENDGAME SCORING***
11000 PRINT"YOUR SCORE WAS .. ";PT
11005 POKEWA,0:POKEWA+7,0:POKEWA+14,0
11010 PRINT"TO THIS IS ADDED A BONUS FOR YOUR";INT(NH*100/60)
11020 PRINT"PERCENT SHOOTING ACCURACY.";B1=INT((NH/60)*5000)
11030 PRINT"XBONUS:";B1:PT=PT+B1
11040 IFBL=1THENBL=0:GOTO11100
11050 PRINT"AND AN ADDITIONAL BONUS- FOR FINISHING"
11060 PRINT"WITH AN INTACT MOON BASE!!"
11070 PRINT"XBONUS: 5000 PTS.";PT=PT+5000
11100 PRINT"YOUR FINAL SCORE WAS THUS";PT
11110 FORX=0T020:GETA$:NEXT X:Z=0:FORX=1T010:IFPT>SC(X)THENZ=X:X=11
11120 NEXT X:IFZ=0THEN11500
11130 PRINT"ENTER TEXT FOR SCORE TABLE:";
11140 INPUTA$:IFLEN(A$)>15THENA$=LEFT$(A$,15)
11150 IFZ=10THEN11200
11160 FORX=9T0ZSTEP-1:SC(X+1)=SC(X):SC$(X+1)=SC$(X):NEXT X

```

**FIRE
ROCKETS**



```

11200 SC(Z)=PT:SC$(Z)=A$:FI=0
11500 PRINT"ROX-64 ALL TIME BEST"
11510 PRINT"    "
11520 FORX=1T010:PRINT"X";X;TAB(10);" ";SC(X);TAB(23);" ";SC$(X)
11530 NEXT X:X=FREE(0)
11540 PRINT"    PRESS 'SPACE' FOR A NEW GAME"
11550 P=PEEK(KEY):IFP<60THEN11550
11560 GOTO100
11999 REM***MOONQUAKE!***
12000 PRINT"    ***EXCESS SEISMIC ACTIVITY***":GOSUB7500
12010 POKEWA,129:POKEH,5:FORX=15T00STEP-.07:POKEV+17,26:FORD=1T010:NEXT
12020 POKEV+17,27:FORD=1T010:NEXT:POKEVO,X:NEXT X:GOTO 10000
14999 REM***MOTHERSHIP PICKUP***
15000 POKEV+21,66:POKEV+28,2:POKEV+37,7:POKEV+38,2:
15005 PRINT"MISSION COMPLETED. MOTHERSHIP BONUS 5000"
15010 POKEV+23,2:POKEV+29,2:POKEV+40,4:POKEVO,15:POKEWA,33:POKEWA+7,33
15015 PT=PT+5000:GOSUB7500

```

```

15020 POKEH,2:POKEH+7,2:POKELO,1:POKELO+7,6:POKEV+3,70
15030 FORX=0T0156STEP.2:POKEV+2,X:CL=CL+.3:IFCL>15THENCL=0
15040 POKEV+40,CL:POKEV+37,15-CL:NEXT X
15060 POKEWA+14,129:FORX=15T00STEP-.1:YY=YY-.05*(15-X):POKEV+13,YY:POKEV+38,X
15065 NEXT X:POKEWA+14,17
15070 YY=YY-.75:POKEV+13,YY:POKEH+14,200-YY:IFYV>77THEN15070
15080 POKEV+38,2:POKEWA+14,0
15090 FORX=156T0226STEP.2:POKEV+2,X
15095 YY=YY-.2:POKEV+13,YY:POKEV+12,X+12:CL=CL+1:IFCL>15THENCL=0
15096 POKEV+40,CL:POKEV+37,15-CL
15100 POKEV+3,227-X:NEXT X:GOTO11000
19999 REM***INTRO TITLES***
20000 PRINT"    Moonbase Me 2 the BY"
20010 PRINT"    Moonbase Me 2 the BY"
20020 PRINT"    Moonbase Me 2 the BY"
20030 PRINT"    Moonbase Me 2 the BY"
20040 PRINT"    Moonbase Me 2 the BY"
20050 PRINT"    AN ARCADE-STYLE GAME FOR COMMODORE-64"
20060 PRINT"DEFEND YOUR LUNAR MODULE BY FIRING OFF"
20070 PRINT"ROCKETS TO INTERCEPT INCOMING METEORS."
20080 PRINT"TOO MANY GROUND IMPACTS RESULT IN AN"
20085 PRINT"EARTHQUAKE! SURVIVE 60 METEORS FOR BONUS"
20090 PRINT"AND RESCUE BY MOTHERSHIP!"
20100 PRINT"CONTROLS: W,V,B,N FIRE ROCKETS. SPACE BAR"
20110 PRINT"ACTIVATES PANIC DESTRUCTOR. A TO ABORT!!"
20120 FORX=53248T053248+16:POKEV,0:NEXT
20130 PRINT"PRESS A TO START GAME!";
20140 IFPEEK(197)<13THEN20140
20150 RETURN

```



**MISSION
ACCOMPLISHED**

Write to Program Extra at Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Please mark your letters "Program Extra". Remember we'll pay £10 for any tips or short programs we print.

PROGRAM EXTRA

Computer and Video Games is starting the New Year in real style with a Spectrum listing that will have professional software houses quaking in their shoes.

Talking of professional software we've got a great shoot-'em-up game by Jeff Minter of Llamasoft fame for the Commodore 64 in this month's issue.

Mark White's Demolition has caused quite a stir since it first bounced onto our reviewer's lap and into his tape recorder. I'm sure you'll be just as impressed with the game as we at C&VG were.

Program Extra talked to Mark recently about Demolition and his plans for future games.

Demolition, it's hard to believe, was Mark's first attempt at writing a games program for the Spectrum. He spent a whole week of his school holidays working into the small hours to perfect Demolition.

Mark spent a lot of time on the program making sure it was efficient as possible because you know what they say about the Spectrum — you don't run a program, you "stroll it".

Mark gave me some tips on structured programming like sticking Data statements and game instructions at the bottom of the listing and For Next loops near the beginning.

Even Mark's programming talents have a limit and he's now abandoned Sinclair Basic in favour of Z80 machine code. Golf is his first m/c game and is a great improvement even on Demolition. Future issues of C&VG will no doubt feature some of Mr White's other achievements — Smurf Attack and Cricket to mention two.

How many programs do you think can fit in a BBC micro?

Alvin Rich from Newcastle has written to me with a tip which allows you to store up to 10 programs in the BBC simultaneously! I'll let Alvin explain.

"You first of all load a program into the computer in the normal way. Once it's been loaded type into the BBC as a command PRINT TOP. If everything has gone according to plan the Beeb should print up a number larger than 3000, let's use 5000 as an example. Now just type PAGE=5000 and press return. The second game can now be loaded using the normal methods. If at any time you want to return to the program enter the command PAGE=&E00.

If all that seems too much like hard work then just stick the listing below into your computer and it will take care

```
of everything. What could be easier?
10 INPUT "Number of programs to be
stored";W
20 DIMA(W)
30 FORS=1 TO W
40 LOAD""
50 A(S)=TOP
60 PAGE=A(S)
70 NEXT S
80 PRINT "HERE IS THE LIST OF NUM-
BERS"
90 FORS= 1 TO W:
100 PRINT A(S): NEXT S
```

When the program's finished you'll have up to 10 games in your micro to switch between. This feature isn't just useful for playing but writing them too.

Two versions of a game can be kept in memory at the same time and new techniques and ideas can be compared against tried and tested methods.

The C&VG office is inundated every month with phone calls from new readers asking for advice, pleading and begging us to help them with their new micros. Even die-hard C&VG addicts have been heard to say they wished they knew more about Basic or had a better understanding of their machines.

With this in mind Program Extra have decided to launch Down to Basics, a regular new spot aimed at giving you some "Basic" training and all the information you'll need to enter our games listings with the least possible fuss.

Let's start by having a look at the origins of Basic. Basic, the language, had its beginning in the early '60s at a British University where it was developed for computing students as a "stepping stone" language before moving onto a more conventional programming language like Fortran or Cobol.

Today Basic is the world's most widely understood computer language. 2 million people use Sinclair Basic alone.

Basic is different from most other computer languages in that it's interpreted instead of compiled.

Interpreted languages are decoded by the computer line-by-line while the program is running. Whereas compiled dialects are changed into what is known as source code, a type of machine code that can then be executed as normal.

This difference also accounts for Basic's relative slowness compared with Fortran or Pascal for instance.

Next month we will be taking a closer look at Basic and discovering why it's so successful and finding a new pretender to Basic's throne.

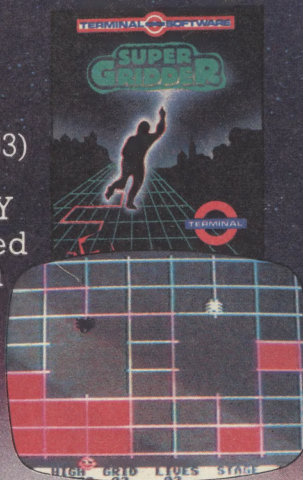
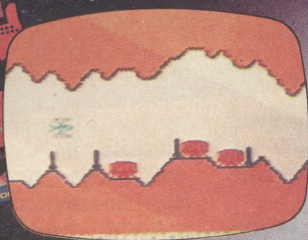
That's it for this month except to remind you that February's issue is a C&VG special with a full 48 extra pages crammed with great games listings.

TERMINAL SOFTWARE

commodore 64 games cassettes

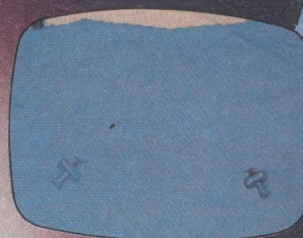
SUPER SKRAMBLE!

Personal Computer News (15-21 Sept '83) gave SUPER SKRAMBLE! an overall rating of NINETEEN OUT OF TWENTY and described it as: "Well implemented with beautifully smooth scrolling and very nice graphics."



SUPER GRIDDER

"... a compelling piece of frivolity that could give hours of fun." was the verdict of Personal Computer News (22-28 Sept '83).



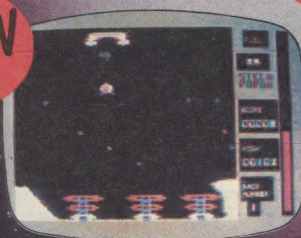
SUPER SKRAMBLE!

"An excellent game" said Computer & Video Games magazine (Sept '83).

STELLAR DODGER

A game of skill and anticipation in which you must dodge your way through asteroids to complete your mission.

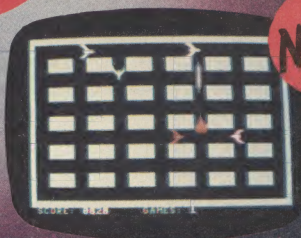
NEW



TERMINAL

SUPER DOGFIGHT
The first 64 games cassette to have **SIMULTANEOUS TWO-PLAYER ACTION** - realistic sound effects too.

NEW

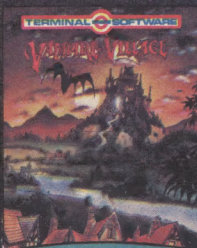
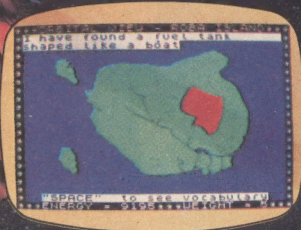


HUNTER

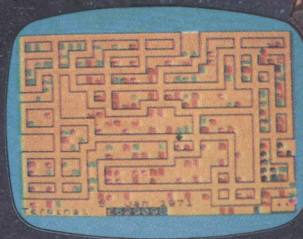
A fast action game in which your pursuers gain in speed and intelligence as you master each successive screen.

sinclair Spectrum 48k

VAMPIRE VILLAGE and **SPACE ISLAND** are REAL-TIME graphic adventures and every game is different from the one before.



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PUZZLING

Number charts

As our super de-luxe chart shows, 9876543210 is very nearly a remarkable number. It fails to qualify, as do so many mathematical marvels, when it reaches the seventh stage.

The property it nearly possesses, expressed somewhat formally, is that, for $N=1$ to 10, the number formed by the first N digits can be divided exactly by N .

In words we can understand, if accompanied by a flashing of the eyes from words to chart which will make them appear to be a couple of small comments in solar orbit, it will be clearer if we say that the number formed by the first 2 digits (98) can be divided without remainder by 2. Ditto the number formed by the first 3 digits (987) — 3 will go into it exactly. And so on... until we come to the seventh digit number which is not divisible by 7.

The strange thing is that there exists just one ten-digit number which uses the digits 0 to 9 once each which has the required property all the way through to 10.

Why not put your brain and your micro to work and cobble together a short program to search for that num-

Blooming petal problem

It may strike the more discerning among those present here at the perennial meeting of the East Chidgely Flower, Produce and Surf Riding Society, that it is not the ideal time of year to launch our latest botanical specimen, *Arboreas Literatus*.

As you can see, despite every precaution, the blossoms have already fallen and lie scattered on the floor. If we are to preserve this species for posterity, it will be necessary to replace each bloom in its correct position with spirit gum and take a quicker-than-instant picture.

There is one clue to where each word fell from — the leaves between adjacent blossoms bear a number which gives the number of letters which are the same in both the neighbouring flowers.

Thus if BOWLER were next to BESTIR, the leaf between them would have the number 2 since the letters B and R are the same in both. Note that, although both words contain the letter E, it is not counted as matching since the E's occupy different positions in the two words.

Can you save the photographer a long wait by working out the only possible position on the plant for each word?

BY TREVOR TRURAN

9	8	7	6	5	4	3	2	1	0
9									
9	8								
9	8	7							
9	8	7	6						
9	8	7	6	5					
9	8	7	6	5	4				
9	8	7	6	5	4	3			
9	8	7	6	5	4	3	2		
9	8	7	6	5	4	3	2	1	
9	8	7	6	5	4	3	2	1	0

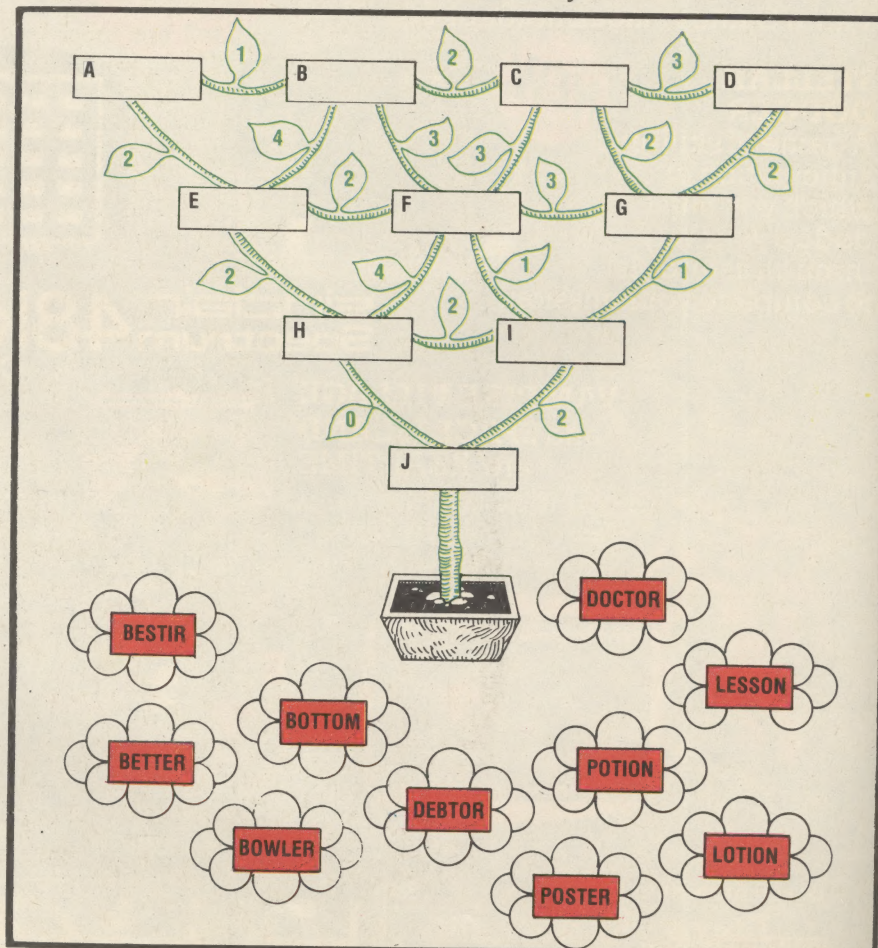
	9 ×	1
	49 ×	2
	329 ×	3
	2469 ×	4
	19753 ×	5
	164609 ×	6
1410934 • 714285 ×	7	
12345679 ×	8	
10973936 ×	9	
987654321 ×	10	

ber. If the programming is not to your taste then you can find the answer by simple deduction and a spot of trial and error.

After all, it does not require the services of Bertrand Russell to realise that the tenth figure must be zero, the fifth is 5 and that odd and even digits must

alternate.

When you have found the number, print it neatly on a card, add your name and address and hastily post to Puzzling Contest, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ.



A bit too big for its chips

The umpteenth generation of computers is getting a bit too big for its chips. Ask it a simple question, like, to take a random example, which of five people at a recent computer fair bought what computer with how many functions made in which country and you get the following stream of clever stuff:

DATA . . . The Putcom is English. It was not purchased by Mrs Bitt or Mr Putter.

DATA . . . The Cherry has more functions than the German computer.

DATA . . . Miss Watt bought the Supremo.

DATA . . . The French machine has 28 functions. This is more than Mr Jones' purchase and less than the Supremo.

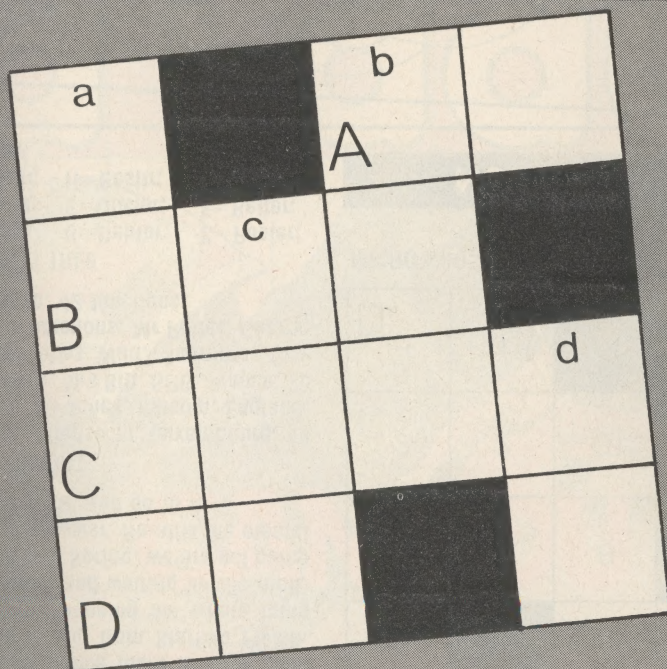
DATA . . . Mrs Bitt's computer has less functions than the Cherry, but 14 more than the machine from Luxembourg, which is not the Supremo.

DATA . . . The SRG has twice as many functions as Mr Cross's computer.

Ask you! And you know what's coming, don't you? Can you work out the name of the person who bought each machine, its country of origin and number of functions?

The grid can be used to sort things out, a cross in a square will indicate an impossible combination and a tick a positive link.

So tiny a crossnumber



In this tiny crossnumber, which is both ridiculously simple and simply ridiculous, the answer to each clue is a number which is entered in the grid one digit to each square.

The mysterious X is also a number, though a mystery no more once you have found it.

Since you are only allowed 2 (yes two) minutes to complete this little poser it might be an idea to let your computer do the crunching.

CLUES ACROSS:

- A. The cube of the difference between the digits of X.
- B. X plus a prime.
- C. X squared.
- D. The digits add up to the square of the difference between the digits of X.

CLUES DOWN

- A. 24X
- B. A multiple of the product of the digits of X.
- C. The square of the sum of the digits of X.
- D. 2X.

	COMPUTER					FUNCTIONS					COUNTRY				
	Cherry	Putcom	Mindswap	SRG	Supremo	14	21	28	35	42	England	Germany	France	Luxembourg	Switzerland
Mrs Bitt															
Mr Cross															
Mr Jones															
Ms Watt															
Mr Putter															
14															
21															
28															
35															
42															
England															
Germany															
France															
Luxembourg															
Switzerland															
NAME	MACHINE					COUNTRY					FUNCTIONS				

PULLING

That snow maze on my front lawn

As a youth, Lewis Carroll liked to challenge his family and friends with mazes traced out in the snow which frequently fell on the Victorians of his generation.

Our Man in Washington, Paul McClellan, has put this winter's downfall to some purpose and tunnelled a maze on the front lawn of a local notorious residence, known as the WHITE (ouch, no pun intended) House. His intention being to give the president a more congenial task than counting missiles.

From the START, where you begin with a score of 10, wander along the paths, going down each tunnel only once, until you reach GOAL.

There are two chambers to visit along the way where your score can change for the better or worse.

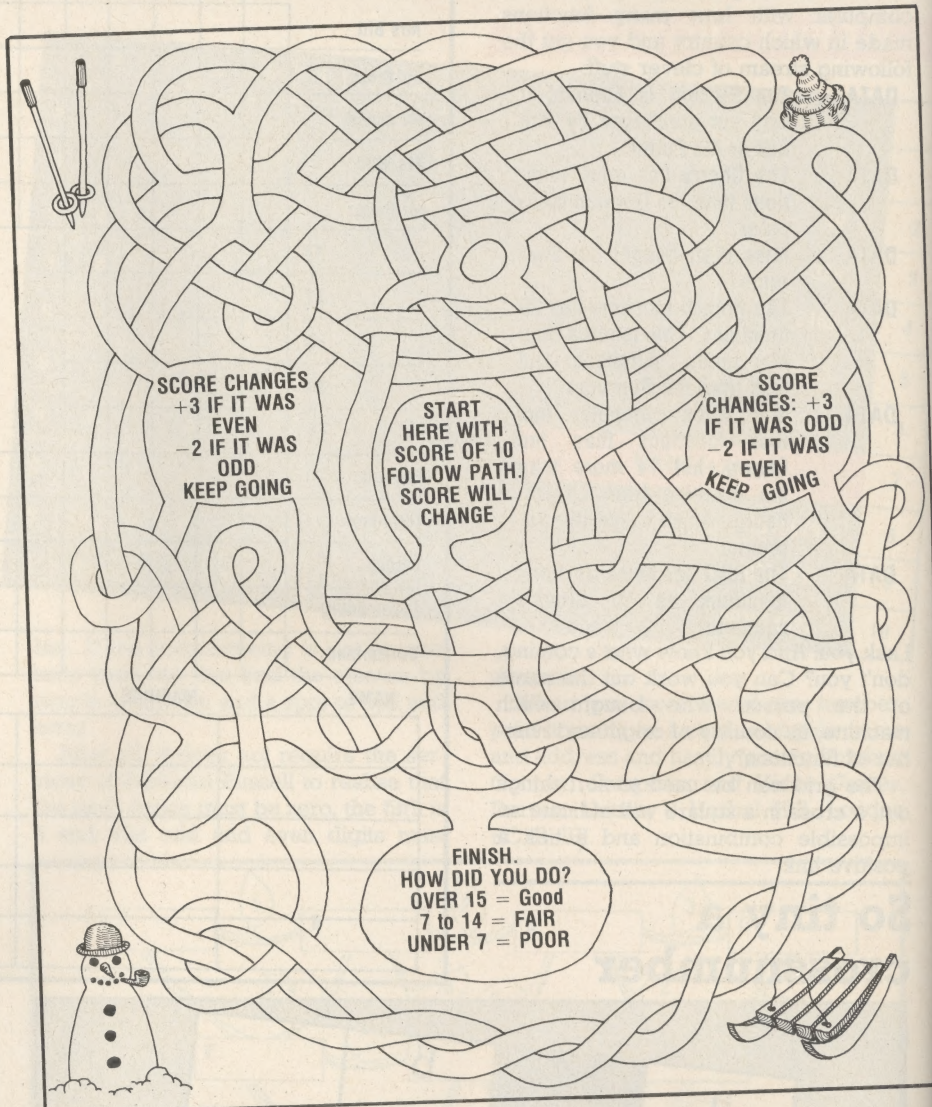
You will, naturally, find little problem in reaching your goal, but can you find a way to arrive with a score of 16?

Prize to set you talking

Our fireworks brain teaser had lots of you stumped last month as you struggled to work out how much money's worth went up in smoke.

The correct answer is that Roman candles + 20+20+20+10+2+1=73p. Vesuvius = 20+10+10+10+5+1=56p. Catherine wheel = 10+10+10+5+2+2=39p.

The lucky winners of Pass Me talking games are Claire Goddard of Essex, Paul Hammond of Peterborough, Mr. J. W. Boyle of Essex, Guy Paintain of Bucks., and J. Dimond of St Helier on Jersey.



SOLUTION

MICRO CROSS

D	8	1		4
C	2	2	0	d
B	1	c	8	
A	1		2	7
	b			

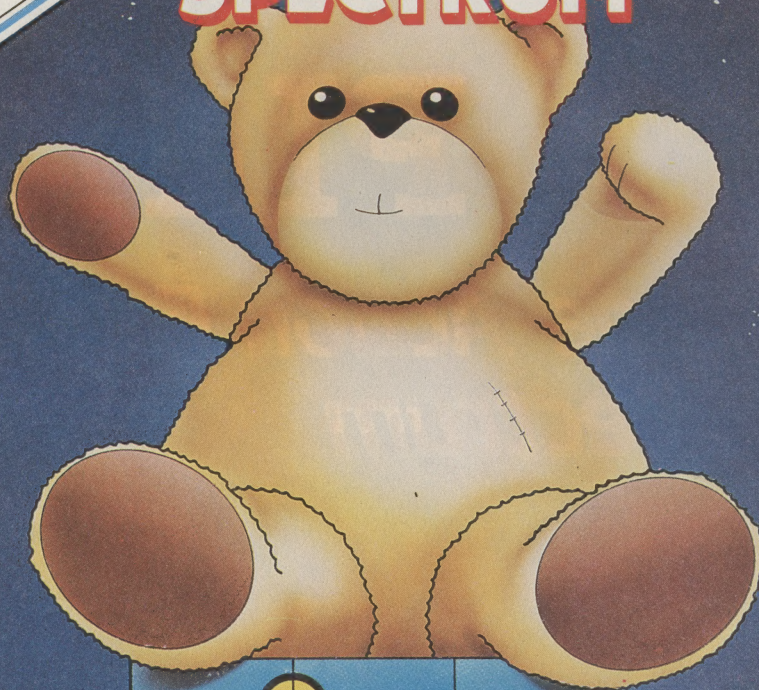
SNOW TROUBLE
Come now! Since there is more than one way to slip from Start to Finish, apart from sweeping the whole thing into a corner and waiting for the melting warmth of Spring, we are not going to give the answer. Re-affix the mental skis, therefore, and go to it!

A FAIR REPORT
Mr Cross, Mindswap, Luxembourg, 14 functions. Mr Jones, Putcom, England, 21 functions. Mrs Bitt, SRG, France, 28 functions. Miss Watt, Supremo, Germany, 35 functions. Mr Putter, Cherry, Switzerland, 42 functions.

THE WORD TREE
A=Lotion; B=Debt; C=Poster; D=Bowler; E=Doctor; F=Better; G=Bottom; H=Bestir; I=Lesson; J=Polion.

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SPECTRUM



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**CAN YOU BEAR
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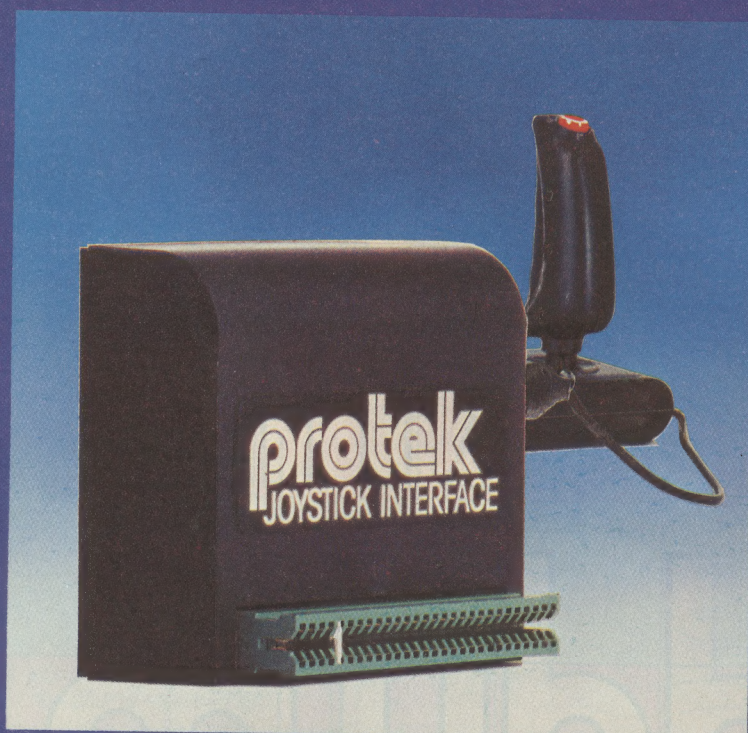
**..the name
of the game**

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PLAY

TI

Arcade Action For The ZX Spectrum

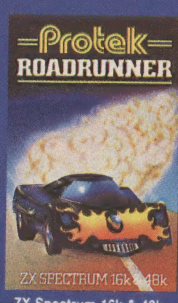
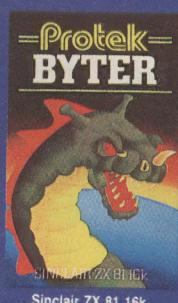


If you want Arcade quality control for your Sinclair ZX Spectrum, you'll find the Protek combination hard to beat. The interface is compatible with a range of software including a number of titles from: ULTIMATE, SILVERSOFT, RABBIT SOFTWARE, QUICKSILVER, QUEST, PSION, NEW GENERATION SOFTWARE, IMAGINE, OCEAN, plus many more.

The protek joystick interface is simple to use. It just plugs in at the back of your Spectrum and is compatible with any "Atari type" Joystick Connector. We recommend the Spectravision Joystick at only £9.95 for Pistol Grip Joystick with a top and base fire button plus specially contoured shape and rubber suction cup footing for single hand operation.



STOP PRESS * Now compatible with Zzoom * Jet Man * Kong * and Grid Runner



THE

GAME

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Written by Rod Hopkins

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LOST IN THE JUNGLE

Welcome to the jungle! This issue we bring you the first part of an Adventure written by our Sharp expert Frank R. Rooney. You'll not want to miss what follows in future issues — otherwise you'll be lost forever — at the mercy of all those nasty wild animals! And there are more mysterious things in this jungle too! Like hidden cities and lost tribes of particularly nasty natives. Frank has written this Adventure with our younger readers in mind — but don't think it's going to be an easy one to solve just because of that. One problem about keying in Adventure listings is that you often know all the key words and locations when you've finished. So why not get a friend to help you key in the listing then you won't know too much about the game before you begin to play. Now turn the page and soon you'll be lost in the jungle...

BY FRANK R. ROONEY
RUNS ON A
SHARP MZ80K

These words come from the pages of a diary found by the banks of a jungle pool...

It was the roar of some distant jungle beast that brought me back to my senses. Only then did I realise the danger I was in — alone, with miles of unexplored jungle between me and the nearest civilisation. Miles of jungle full of wild animals, deadly insects and reptiles and rife with legends of lost tribes of fierce cannibals.

Only a few short hours ago I had boarded the small light aircraft which was to fly me to exploration headquarters deep in the heart of this, the last uncharted jungle region. But soon after we crossed the river frontier of the jungle area the aircraft developed engine trouble. Suddenly smoke began to fill the cramped cockpit and we went into a steep uncontrollable dive. The aircraft smashed into the jungle canopy — and I must have been thrown clear, because I awoke some yards away from the wreckage. There was no sign of the pilot — just the sounds of some wild beast dragging something through the undergrowth...

Now the light is failing and the weird sounds of the jungle night are beginning to fill the air and I'm beginning to realise that I am well and truly lost in the jungle!



Enough of all this scene setting — what you need is some hard facts! You are lost in a jungle with only a gun — with six shots — a knife, a slingshot and two bottles of medicine.

Your aim is to find your way back to civilisation without getting killed — that's all!

You must try to keep up your energy by eating and drinking whenever possible — or you will quite simply die of exhaustion.

The jungle is 50 miles square and each move is the equivalent of one mile. Skilful judgement is required, but there are also random events that will make things even more interesting!

Will I ever be able to find my way back to civilisation? Luckily I have a small supply of emergency rations which I discovered among the wreckage of the aircraft — and water seems plentiful in this area of the jungle.

But what of the fierce natives and even fiercer jungle animals that I'll encounter on my trek through the unexplored undergrowth!

Will I be able to survive all the many dangers and hazards? Who knows! I have no choice but to attempt to find my way out of this vast jungle... otherwise I might just as well give myself up to the wild beasts now!

Don't miss next month's issue when we'll continue our exploration of Frank Rooney's weird and wonderful jungle. Don't get lost anywhere in the meantime will you!

Part Two next month

PROGRAM NOTES:

Line 30: calls title graphics & tune
40-150: bird-shoot routine (placed at beginning for speed of execution)
160-190: initialisation — start of game;
(F & H determine random starting location in jungle — at least 10 miles into jungle from any direction); instructions called
200-240: random event selection
250: move a mile without incident
260-530: berry bush routine & graphics
540-800: quicksand routine
810-1370: wild animal routine
1380-1600: spider routine
1610-1850: pond routine & graphics
1860-2020: status & direction choice
2030-2060: success routine
2070-2080: sunlight routine
2090-2390: disease routine
2400-2680: river full of piranhas routine
2690-3080: coconut tree routine
3090-3760: bird routine
3770-4210: snake routine
4220-4520: coconut tree graphics
4530-4620: quicksand graphics
4630-4770: spider graphics
4780-5130: sunlight graphics
5140-5300: disease graphics
5310-5720: civilization graphics
5730-5850: piranha graphics
5860-6040: boat graphics
6050-6310: swimming graphics
6320-6470: lion graphics
6480-6630: wolf graphics
6640-6820: tree-climbing graphics

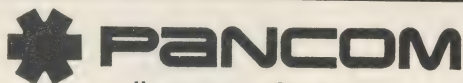
6830-6860: move mile graphics
6870-6950: instructions
6960-6980: jungle bird sounds
6990-7030: instructions cont.
7050-7240: failure music & graphics
7250-7280: option for new game
7290-7490: title graphics
7500-7540: title tune.

MAIN VARIABLES

K = energy
M = no. of bullets
MM = no. of bottles of medicine
SS = flag for slingshot
KK = flag for knife
F/H = position in jungle

NOTES ON SHARP BASIC

The program has been written in normal SP-5025 basic and occupies about 23.5K of memory.
POKE 53248 - POKE 54247 = Sharp screen locations
POKE 4466, X prints X lines down the screen
POKE 4465, Y prints Y columns across the screen
POKE 4513 & POKE 4514 are used for sound effects which are switched on by USR(68) and switched off by USR(71)
USR(62) sounds a bleep.



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8 Pool	16/48	18 Golf
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10 Gulpman	16/48	20 3D Escape

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```

30 GOSUB7290:GOTO160
40 GETX$:IFX$=""THENRETURN
50 IFX$="" THEN70
60 GOTO40
70 IFM=0THENPRINT"#####YOU HAVE NO":PRINT"BULLETS LEFT!####":RETURN
80 FOREX=0TO50:POKE4513,EX:POKE4514,EX:USR(68):NEXTEX:USR(71)
90 POKEPK,PB
100 PK=PK-82:CC=CC+1:IFCC=7THEN120
110 GOTO90
120 IFPC=0THENM=M-1
130 IFPEEK(PK+41)=211THEN3580
140 IFPC=1THENPK=53841:CC=0:PB=219:PC=0:RETURN
150 PK=53841:CC=0:PB=240:PC=1:GOTO90
160 A=11:B=12:C=13:D=14:E=25:M=6:H=12:K=101:MM=2:KK=1:SS=1
170 DIMQ$(6),S$(7),F$(4),W$(2):T1$="#####":B$=CHR$(99)
180 T2$=T1$+"#####":
190 F=INT(RND(1)*31+10):H=INT(RND(1)*31+10):G=50-F:I=50-H:M=6:GOSUB6870
200 GOSUB1860
210 YR=INT(RND(1)*11)+1:IFYR=1THEN230
220 IFYR=YTHEN210
230 Y=YR:IFK<2THEN1350
240 ONYGOTO250,260,540,1610,2400,3090,2090,2690,810,1380,3770
250 PRINT"#####You moved a mile without incident.":GOSUB1370:GOSUB6830:GOTO200
260 PRINT"#####You come to a bush of berries.":BC=0
270 POKE4466,20:PRINT"#####"
280 PRINTTAB(30);"##### . . ."
290 PRINTTAB(30);"##### "
300 PRINTTAB(30);"##### "
310 PRINTTAB(30);"##### "
320 PRINTTAB(30);"##### "
330 PRINTTAB(30);"##### "
340 PRINTTAB(30);"#####":BB=1
350 IFBC=1THENBD=15:BB=27:GOTO370
360 BD=14
370 POKE4466,BD:PRINTTAB(BB);"##### "
380 PRINTTAB(BB);"##### "
390 PRINTTAB(BB);"##### "
400 PRINTTAB(BB);"##### "
410 PRINTTAB(BB);"##### "
420 IFBC=1THENPRINTTAB(27);"#####":GOSUB1370:GOTO200
430 PRINTTAB(BB);"##### "
440 IFBB=27THEN460
450 BB=BB+1:GOTO350
460 PRINT"#####Do you eat them? (Y or N)":USR(62)
470 GETQ$:IFQ$=""THEN470
480 IFQ$="Y"THEN510
490 IFQ$="N"THEN200
500 GOTO470
510 Q=RND(1):IFQ>.5THEN530
520 PRINT"#####They make you feel quite ill!":BC=1:K=K-INT(Q*100):GOTO270
530 PRINT"#####Mmmm, they are good aren't they!":GOSUB1370:K=K+INT(25*Q):GOTO200
540 PRINT"#####You step into quicksand !":GOSUB4530
550 PRINT"#####What do you do?"
560 PRINT"#####A - Try to claw your way out"
570 PRINT"#####B - Give up"
580 PRINT"#####C - Grab hold of a tree branch"
590 PRINT"#####D - Start praying":USR(62)
600 GETX$:IFX$=""THEN600
610 IF(X$="A")+(X$="B")+(X$="D")THENGOSUB4610:GOTO7050
620 IFX$="C"THEN640
630 GOTO600
640 IFK<10THENPRINT"#####YOU DROP FROM":PRINT
"#####EXHAUSTION!":GOSUB1370:GOSUB4610
650 K=K-10:Q=RND(1):IFQ<.75THEN710
660 Q1=RND(1):IFQ1>.5THENPRINT"#####The branch snapped!":GOTO690
670 PRINT"#####The branches are all too high"
680 PRINT"#####- you can't reach them."
690 PRINT"#####YOU DIDN'T MAKE IT!"
700 GOSUB1370:GOSUB4610:GOTO7050
710 PRINT"#####YOU MADE IT!":GOSUB1370
720 Q4=INT(RND(1)*4)+1:IFQ4=1THEN750
730 IFQ4=2THEN780
740 GOTO200
750 IFSS=0THEN200
760 PRINT"#####However, you lost your slingshot in the":PRINT"#####quicksand."
770 SS=0:GOTO800
780 IFKK=0THEN200
790 PRINT"#####However, you lost your knife in the":PRINT"#####quicksand":KK=0
800 GOSUB1370:GOTO200
810 YY=INT(RND(1)*2+1):IFY=2THENXA$="wolf"
820 IFYY=1THENXA$="lion"
830 PRINT"#####There is a ";XA$;" ahead."
840 IFYY=1THENGOSUB6320
850 IFYY=2THENGOSUB6480
860 PRINT"#####What do you do?"
870 PRINT"#####A - Flee"
880 PRINT"#####B - Shoot it"
890 PRINT"#####C - Use your slingshot"
900 PRINT"#####D - Use your knife"

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910 PRINT"##### - Climb a tree":USR(62)
920 GETX$:IFX$=""THEN920
930 IFX$="A"THEN990
940 IFX$="B"THEN1070
950 IFX$="C"THEN1110
960 IFX$="D"THEN1160
970 IFX$="E"THEN1200
980 GOTO920
990 GOSUB1860:Z$=X$:K=K-10
1000 PRINT"The ";XA$;" is still after you.":GOSUB1370:GOSUB1860
1010 IFD$=Z$THEN1360
1020 Q=RND(1):K=K-INT(Q*.25):IFQ<.25THEN1040
1030 PRINT"#####WHEW!":PRINT"You escaped from the ";XA$:GOSUB1370:GOTO200
1040 PRINT"#####IT CATCHES YOU!":GOSUB1370
1050 Q=RND(1):K=K-INT(50*Q):IFK<3THEN7050
1060 PRINT"#####Now what do you do?":GOTO870
1070 IFM<1THENPRINT"You are out of bullets!":GOSUB1370:GOTO1060
1080 PRINT"#####BANG!!!":GOSUB6310:M=M-1:Q=RND(1):IFQ>.33THEN1300
1090 PRINT"#####YOU MISSED!":GOSUB1370:Q=RND(1):IFQ>.2THEN1060
1100 GOTO1180
1110 IFSS=0THENPRINT"You lost your slingshot - remember?"
1120 IFSS=0THENGOSUB1370:GOTO1060
1130 FORR7=1TO20:FORR8=150TO1STEP-1:POKE4514,R7:POKE4513,R8:USR(68):NEXT
1140 USR(71):Q=RND(1):IFQ>.33THEN1090
1150 GOTO1300
1160 IFKK=0THENPRINT"You lost your knife - remember?":GOSUB1370:GOTO1180
1170 Q=RND(1)*YY:IFQ>.5THEN1300
1180 PRINT"#####IT OVERPOWERS YOU!":K=K-INT(30*Q):GOSUB1370:IFK<5THEN7050
1190 GOTO1060
1200 GOSUB6640:IFY=1THEN1280
1210 Q=RND(1):K=K-INT(25*Q)
1220 PRINT"#####The wolf does not leave for";INT(6*Q+1);
1230 IFINT(6*Q+1)=1THENPRINT" hour,":GOTO1250
1240 PRINT" hours."
1250 IFK<10THEN1350
1260 PRINT"#####Then you can climb down."
1270 GOSUB1370:GOTO200
1280 PRINT"#####LIONS CAN CLIMB TREES BETTER THAN"
1290 PRINT"#####PEOPLE !!!":GOSUB1370:GOTO7050
1300 PRINT"#####GOT IT !!!":PRINT"Do you eat it? (Y or N)":USR(62)
1310 GETX$:IFX$=""THEN1310
1320 IFX$="Y"THENK=K+20:GOTO200
1330 IFX$="N"THEN200
1340 GOTO1310
1350 PRINT"#####YOU DROP FROM EXHAUSTION!":GOSUB1370:GOTO7060
1360 PRINT"#####You just collided with the ";XA$:GOSUB1370:GOTO7050
1370 FORW=1TO1000:NEXTW:RETURN
1380 U9=INT(RND(1)*2+1):IFU9=1THENY$="Tarantula":GOTO1400
1390 Y$="Black Widow spider"
1400 PRINT"#####A ";Y$:PRINT"Lands on your neck!":GOSUB4630
1410 PRINT"#####What do you do?"
1420 PRINT"#####A - Stay as still as possible"
1430 PRINT"#####B - Try to brush it off"
1440 PRINT"#####C - Shoot it"
1450 PRINT"#####D - Cry":USR(62)
1460 GETX$:IFX$=""THEN1460
1470 IF(X$="A")+(X$="B")THEN1570
1480 IFX$="D"THEN1580
1490 IFX$="C"THEN1510
1500 GOTO1460
1510 IFM<1THENPRINT"You are out of bullets!":GOSUB1370:PRINT"#####":GOTO1400
1520 M=M-1:PRINT"#####BANG!":GOSUB6310
1530 Q=RND(1):IFQ<.75THENPRINT"#####YOU JUST BLEW YOUR HEAD OFF!"
1540 GOSUB1370:GOTO7060
1550 PRINT"#####You are a good shot! You got it!"
1560 PRINT"#####However you wounded yourself.":K=K-15:GOSUB1370:GOTO200
1570 Q=RND(1):IFQ>.2THEN1600
1580 PRINT"#####IT BITES!"
1590 POKE4466,21:PRINTTAB(28);"<>":GOSUB1370:GOTO7050
1600 PRINT"#####IT CRAWLS OFF WITHOUT BITING":GOSUB1370:GOTO200
1610 PRINT"#####You come to a pond":ML=0
1620 POKE4466,15:PRINTTAB(25);""
1630 PRINTTAB(25);""
1640 PRINTTAB(25);""
1650 PRINTTAB(25);""
1660 PRINTTAB(25);""
1670 PRINTTAB(25);""
1680 PRINT"#####"
1690 IFML=1THENMJ=25
1700 MJ=1
1710 IFML=1THENPRINTTAB(25);"#####";CHR$(101):GOTO1850
1720 PRINTTAB(MJ);"#####";B$
1730 IFMJ=25THEN1750
1740 MJ=MJ+1:GOTO1720
1750 PRINT"#####Do you drink from it? (Y or N)":USR(62)
1760 GETX$:IFX$=""THEN1760

```


Sinclair special

6



Inside...

*Setting new standards in
educational software with
Sinclair-Macmillan*

Plus six other learning programs

TODAY, LEARNING IS A NEW GAME

Subsidised microcomputers are now commonplace as teaching aids for the very youngest children and the ZX Spectrum is prominent amongst those micros at use in schools.

In the relatively short time that the Spectrum has been at work in the classroom, two questions have been answered. Yes: with the right software, the micro can and does teach effectively and thoroughly (and gives teachers more time to devote to individual pupils). Yes: young children think little of working rapidly and successfully, with a screen and keyboard, on even quite complex subjects.

In this Sinclair Special we reveal a range of educational software specifically designed to make full use of these advantages. The programs produced by Sinclair in collaboration with Macmillan Education are fascinating. They deal imaginatively and most effectively with early reading skills and take a truly refreshing approach to basic science.

In the Blackboard range we've programs which bring a light-hearted clarity to the tricky matters of spelling and punctuation.

These programs are designed for use both at home and in the classroom. Each program is accompanied by full documentation which gives parents helpful advice and guidance on the educational objectives.

The programs covered on these pages represent only a fraction of the full and fast-growing list of Spectrum software. Be assured we'll keep you in touch with new developments as they happen.

David Park

David Park
Education Marketing Manager

NEW WAYS TO LEARN WITH THE ZX SPECTRUM™

Programs from Blackboard Software

The new range of educational programs from Blackboard Software makes learning an enjoyable process by involving the child in a game which teaches as it entertains.

Each program has a step-by-step example section and gives correct answers after a number of attempts. Vocabulary changes can be made, allowing each program to keep pace with the child's development. This flexibility can also be used in the classroom to cater for children of differing ability.

The instructive and colourful games which follow the successful completion of each group of sentences provide useful practice in letter recognition and increase familiarity with the Spectrum keyboard.

All programs are written for the 48K RAM Spectrum.



Alphabet Games

Three games of letter recognition (using either upper or lower case) to help children learn the alphabet and find their way round the computer keyboard.

Alphagaps — The full alphabet is displayed, along with a second, incomplete version. The child must fill in the missing letters.

Random Rats — Press the letter key that is displayed on the gun to destroy the rats which have invaded the cellar!

Invaders — Stop little green men from landing on Earth by pressing the appropriate letter.

Early Punctuation

While an animated matchstick man marches above displayed sentences the child must decide which punctuation mark is missing and where to insert it. At the touch of a key the matchstick man drops the mark into place. After successful completion of every sentence in the exercise, light relief comes in the form of a bottle-shooting game!

The Apostrophe

As each sentence is displayed, a bird appears with a worm in its beak. The keyboard is used to move the bird and drop the worm into the correct place for the apostrophe. When ten sentences have been corrected, the Grub Game is displayed. Press the correct character to change the grub into a butterfly...before it munches through a flower!

Capital Letters

A program to teach the use of capital letters. Sentences incorporating proper nouns and sentences without opening capitals are displayed. The child inserts the correction by guiding an animated figure to the appropriate letter.

For each correct answer an apple grows on a tree. After ten correct answers the child's skills in recognising letters and using the Spectrum keyboard are needed to save the apples as they fall to the ground.

Speech Marks

A comprehensive program including sentences with one or two sets of speech marks ("inverted commas") and exercises in both direct and reported speech.

Using the Spectrum keyboard, a cursor is used to guide speech marks to the correct position. The program offers three levels of difficulty, with full examples for each section. Guide Max the mouse through a maze, after the correct completion of five sentences from each section, but beware of Persian cats!

Castle Spellerous

A spelling game with ten levels of vocabulary, including words with silent first letters, double letters and other difficult words. The Princess has been captured and carried off to Castle Spellerous. Helped by ten soldiers, the child can attempt a rescue by giving the right answers. Part of a siege tower is built for each correctly spelt word. Mistakes are costly — the wicked wizard appears as a vampire bat, turning the men into frogs, butterflies and bats!

When ten words are spelt correctly the rescue begins and the wizard takes flight.

SINCLAIR + MACMILLAN: A NEW DIMENSION IN EDUCATIONAL PROGRAMS

Sinclair have joined forces with Macmillan Education to produce a completely new and different range of educational software. The results so far can be seen in these exceptional programs.

The Learn to Read series is derived from Macmillan Education's best-selling primary school reading scheme, Gay Way. It offers a unique opportunity for parents and

teachers to participate in the child's first experience in reading.

Macmillan Education's Science Horizons is one of Britain's most successful school science schemes. Each program concentrates on key scientific ideas and, through simulation of real life, makes the learning process entertaining and enjoyable.



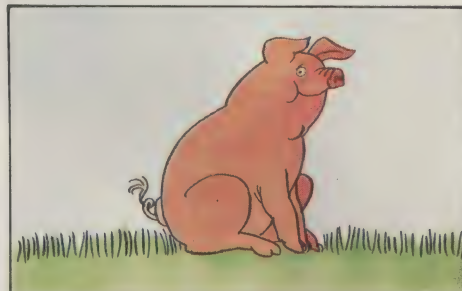
Learn to Read 1

Learn to Read 1 is designed for children who are just beginning to read. It is in four parts, each of which develops skills central to the reading process — letter recognition, sight vocabulary, early spelling and memory. The program is full of colour and fun and children will enjoy learning to read as they meet the animal characters — Ben the dog, Jip the cat and their friends.



Learn to Read 2

Learn to Read 2 extends the fundamental reading skills practised in the first program, as well as encouraging logical thinking. The child's vocabulary is gradually built up as new words such as "red," "green," "car," "ship" and "bus" are introduced. In addition, Learn to Read 2 features an attractive 'reward' system enabling children to see their achievements grow.



Learn to Read 3

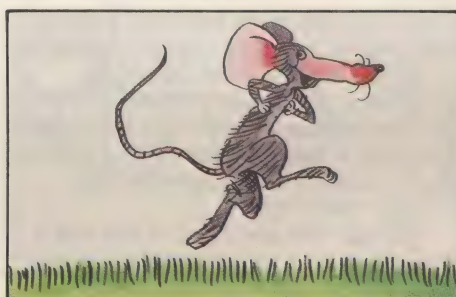
Learn to Read 3 builds on the child's progress so far, so that he or she can gain the confidence to move on through the complex reading process. Learn to Read 3 features four different activities, all of which are colourful and lively. Further vocabulary is introduced until the child is reading more than 30 words.



Learn to Read 4

Learn to Read 4 is the alphabet program in the Learn to Read series.

Using various stimulating activities the program gives the child plenty of practice in working with the alphabet — matching initial letters to words and pictures and spotting missing letters. These exercises build familiarity with simple sequences within the alphabet.



Learn to Read 5

Learn to Read 5 teaches positional language — often difficult to understand and remember — by using words and phrases such as "behind" and "in front of," "inside" and "outside."

The program first demonstrates the meanings of the words using clear pictures. It then tests the child's understanding of the words in two lively games.



Cargo

Set sail around the world. Choose your ports of call — New York, Tokyo, Belem, Helsinki — then the real challenge begins! You must reach your destinations safely, weathering storms on the way. But first, load your cargo — using all your knowledge and skill. Poor loading can mean capsizing and sinking. Your rank, if not your life, is always at stake!



Glider

Be a glider pilot! The glider models real-life gliding conditions so that you can learn through experience. As the pilot you must consider the time of day, the amount of cloud cover and the kind of terrain below you in order to find the up-currents of air that will keep you airborne. Try to fly as far as possible and, when you are high enough, navigate your way back to your home airfield and land safely — if you can.



Survival

Discover what it is like to be an animal in the wild! Be a lion stalking your prey, escaping human hunters. Or be a hawk, mouse or even a butterfly, searching for food and avoiding predators.

Survival models the natural world and brings to life hazards that different creatures must face in their struggle to stay alive.



Magnets

With an army of small magnets you set out to conquer the powerful supermagnets of your opponent. You have one weapon — your forces of magnetic attraction and repulsion.

The strategy is simple: attract smaller magnets to build strength to repel the supermagnet. When cornered, just turn your poles on your enemy and see what happens!

ZX INTERFACE 2

THE NEW ROM CARTRIDGE AND JOYSTICK INTERFACE

Now available in shops



Lloads programs instantly
Takes two joysticks
Just plug-in and play

The ZX Interface 2 is the latest new peripheral for the ZX Spectrum system. It enables you to use new ZX ROM cartridge software: plug-in programs that load instantly. There are ten terrific games already available on cartridge. ZX Interface 2 also allows you to use

one or two standard joysticks without the need for separate special interfaces.

To use new ZX ROM Cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. Switch on and the program is then loaded, ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with suitable ZX ROM cartridge or Sinclair cassette programs — or with dozens of other Spectrum programs.

ZX MICRODRIVE/ ZX INTERFACE 1

The ZX Microdrive System is unique. This compact, expandable add-on system provides high-speed access to massive data storage. With just one Microdrive and a ZX Interface 1 you'll have at least 85K bytes of storage, the ability to LOAD and SAVE in a matter of seconds, the beginnings of a local area network of up to 64 Spectrums and a built-in RS232 interface. The cost? Less than £80.

How to get ZX Microdrive and ZX Interface™ 1

Spectrum owners who bought direct from us by mail order have been sent full details. Order forms are being mailed in strict rotation. If you haven't yet received your order form please bear with us. We're making good progress in meeting the huge demand.

If you didn't buy your Spectrum by mail order, send us the form at the bottom of this page and we'll add your name to the mailing list.

How to order

Complete the appropriate sections on the order form below. Note that there is no postage or packing to pay on software purchases. Orders may be sent FREEPOST (no stamp needed). Credit card holders may order by phone, calling 01-200 0200, 24 hours a day. Please allow 28 days for delivery.

™ Sinclair, ZX Spectrum, ZX Microdrive, ZX, ZX Interface are trade marks of Sinclair Research Ltd.

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Sinclair Research Ltd, Stanhope Road, Camberley, Surrey, GU15 3PS. Telephone: (0276) 685311.

To: Sinclair Research Ltd, FREEPOST, Camberley, Surrey, GU15 3BR.

Section A: Hardware

Qty	Item	Code	Item Price £	Total £
	ZX Interface 2	8501	19.95	
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	ZX Spectrum - 16K	3002	99.95	
	Postage and packing: orders under £90	0028	2.95	
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TOTAL £				

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E22/S	Capital Letters	4321	7.95
E23/S	Castle Spellorous	4322	7.95
E24/S	Alphabet Games	4323	7.95
TOTAL £			

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*Please charge my Access/Barclaycard/Trustcard account no:

*Delete/complete as applicable.

Signature

Mr/Mrs/Miss

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ZX Microdrive™ information request

Please add my name to the Microdrive Mailing List and send me a colour brochure with full specifications of ZX Microdrive/Interface 1 ☐ (tick here).

Free Sinclair ZX™ Software Catalogue

Please reserve my priority copy of the January 1984 Sinclair ZX Spectrum Software Catalogue ☐ (tick here).

Please use the form above to send your name and address

GRAPHICS

By Garry Marshall

FANCY MAKING A DOUGHNUT?

This issue we present a short graphics program that shows how easily a complex shape can be plotted in a realistic way.

The object that is displayed has the shape of a ring doughnut, and its proper name is a Torus. By starting with a circle and a line that does not cut the circle anywhere, the shape of a Torus can be swept out by revolving the circle around the line. The accompanying illustrations, which were generated by our program, show cross-sections through the doughnut, all of which take the form of rings.

The program is written for the BBC Model B microcomputer and uses its highest resolution graphics mode. Since the only graphics commands in the program are the ones to set the graphics mode, and MOVE and DRAW, it is a simple matter to convert the program to run on any other micro having high-resolution graphics facilities.

The views of the Torus are drawn as they would be seen from a considerable distance. This simplifies the problem of constructing a per-

spective view. The direction of viewing is fixed by the two angles A1 and A2 as shown in the illustration.

The same names are used for the corresponding variables in the program. In fact these two angles are exactly those used in a co-ordinate system that is an invaluable aid in solid geometry and they are also used in astronomy, one of the angles is the azimuth.

In the program, R1 is the radius of the circle that sweeps out the Torus

and R2 is its distance from the line about which it revolves.

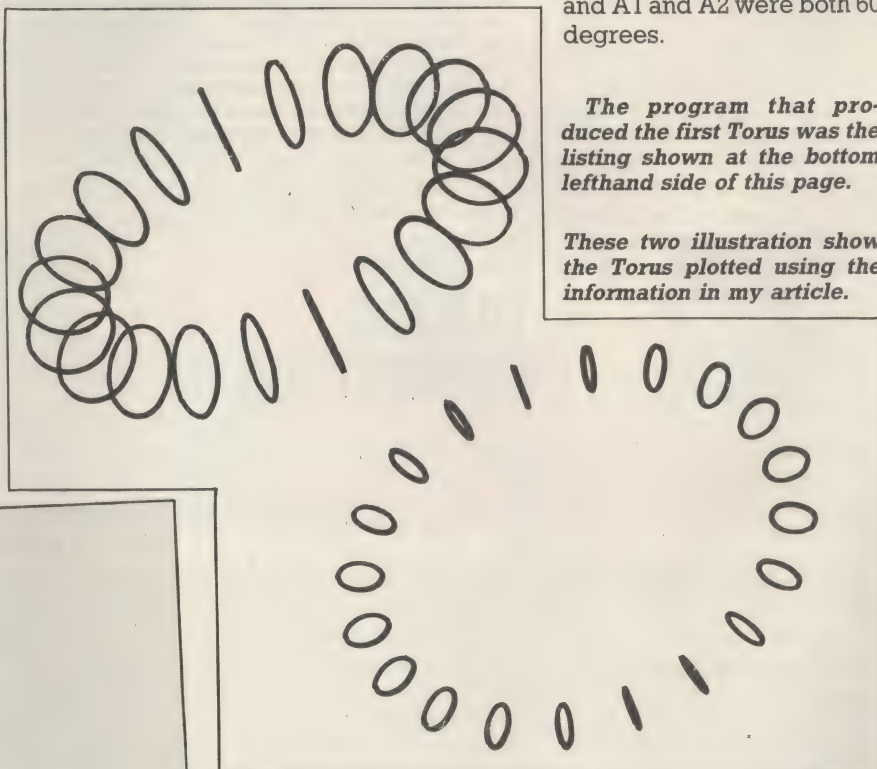
The arrays X and Y hold the x- and y-coordinates of points on each cross-section of the Torus that is plotted. All the other variables hold intermediate results.

The illustrations were plotted using the following values.

For the first, R1 and R2 were 50 and 250 respectively, and A1 and A2 were both 45 degrees. For the second, R1 and R2 were 25 and 250, and A1 and A2 were both 60 degrees.

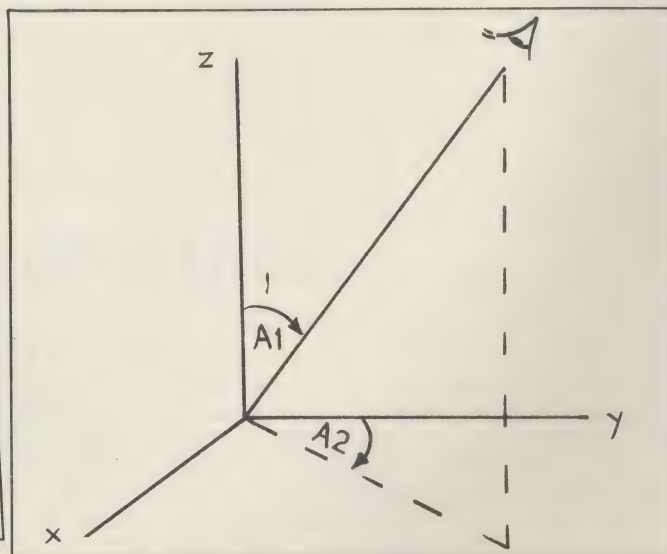
The program that produced the first Torus was the listing shown at the bottom lefthand side of this page.

These two illustration show the Torus plotted using the information in my article.



```

10 MODE 0
20 DIM CS(100), SN(100),
   X(100), Y(100)
30 DN = PI/50 : AN = 0
40 FOR I = 1 TO 100
50 CS(I) = COS(AN) : SN(I) =
   SIN(AN) : AN = AN + DN
60 NEXT I
70 R1 = 50 : R2 = 250 : A1 = PI/4
   : A2 = A1
80 FOR J = 1 TO 100
90 X(J) = R1 * CS(J) : Y(J) = R1 * SN(J)
100 NEXT J
110 D1 = COS(A1) : D2 = SIN(A1) : D3 = COS(A2) : D4 = SIN(A2)
120 FOR K = 1 TO 100 STEP 5
130 C = CS(K) : S = SN(K)
140 E1 = D1 * D3 * C - D2 * S : E2
   = D1 * D4
150 E3 = -D4 * C : E4 = D3
160 MOVE E1 * X(1) + 700,
   E2 * Y(1) + 700,
   E3 * X(1) + E4 * Y(1) + 500
170 FOR L = 1 TO 100
180 DRAW
   E1 * X(L) + E2 * Y(L) + 700,
   E3 * X(L) + E4 * Y(L) + 500
190 NEXT L
200 NEXT K
210 END
    
```



THE SEVENTH

A FEELING OF DÉJÀ VU?

"Dear Sir", writes a reader from Cumbria, "after careful study of the Seventh Empire maps for November and December I think JADEG will provide the best trade index (about 1050).

"Furthermore I feel that only 23 battles will take place; with bonuses of -2 at XAPUS and -3 at GIRIX.

"All of these predictions will surely come about unless the JADEG "mole" is discovered in time.

"Please send me some software for my BBC model B as a prize when JADEG romps home again in January!"

I was rather surprised to find such a letter waiting for me. Did this man have hidden powers? Could he really predict so much detail about forthcoming games? There had to be a simple explanation; and unfortunately there was.

For some reason known only to the office Pet — the computer kind — the machine did not accept any of the moves which I so carefully typed in for turn 5 of the game. This is why the results as printed in December's issue are so similar to the previous set! In fact, most are identical apart from the odd imperial ship.

So I gathered the crumpled order forms from the darkest recesses of the C&VG office and typed them in again. With everything crossed that was physically possible I set the computer to re-process turn 5. And hey-presto, as they say, everything seemed to work fine!

So it appears that the results as printed in December's issue were incorrect. Therefore, we're going to forget that they ever existed and on this page you'll find the result of turn 5 again, but correct this time.

Your orders are due in for turn 6, which will now run in February's issue. If you have already sent turn 6 moves, I'm afraid that you'll have to send them again as your positions in the galaxy will have changed.

The computer will, as usual, be available on Friday afternoons if you'd like to give me a call. I should then be able to tell you

	As	Ba	Ca	Du	Er	Fa	Ga	He	Ix	Ji	Ko	Li	Mu	Nu	Op	Pu	Qa	Ri	So	Tu	Us	Va	Wi	Xu	Yu
Asol		250	1000	1000	1000	111	250	250							1000					1000	333		500	1000	
Barov			1000	1000							1000		250						1000	1000					
Cazuv	1000	1000			1000						1000			250		1000			500						
Dusup							1000	1000	500								1000								
Erak		1000	1000	1000		1000					1000	250	166	500				500	500	1000	500	500	1000		
Fadis	1000			1000	500				1000		500			1000		500		333		1000		1000	333		250
Gazor								333		500			250	166						333					1000
Hezod		1000	1000		1000							1000	500			1000						1000			500
Izip			1000	1000		1000										1000	500			1000	1000				1000
Jinis	500		250		500						1000	500	250	111	1000		1000				1000				
Kolol	125		1000			250		1000					250	1000		500								500	1000
Lizag		500		250	125					1000	500	200				250						1000	1000		
Mupip		1000	500	250	1000	500				1000	1000			1000	111		1000		1000	1000	250				1000
Nuzet	83	1000		1000		166					111	1000				500	500		1000		250	250			1000
Opod					1000	1000	1000	250					1000				166					1000			1000
Pulud					500	1000	500		500		250		500	1000			1000	1000		1000	1000		250	1000	
Qavuv	1000	1000			1000		1000					250				500			1000			1000			1000
Rivev	200		1000	166				250	1000				1000						1000					250	1000
Soner		333	333						1000						1000					1000	1000	500	250	1000	1000
Tubox		1000	1000			250						1000	1000	1000			1000				1000				500
Usugx			1000	1000	125					500			500												
Vasux			111	1000					1000				1000	1000						1000					111
Widan	333			1000					1000	1000		250		1000					1000		1000				1000
Xugod						1000	1000							500		1000			1000		1000	1000	1000		
Yuses			1000					1000			1000					500	1000		1000		1000	1000	1000		1000

your current positions if you have your code number handy. You'll find the 'phone number in the Seventh Empire rulebook.

TRADING COMPETITION

Quite a few people have applied to join the game during the last month, but I have not entered you as you would not have been able to supply moves in time. However, I'll keep your names. Then, if the game is restarted you will be on the top of the pile. Now, forgetting that December's page ever existed, here are the results of turn 5. Starting as always with the trading competition. Highest trade index is a LOKIK, with a value of 800. From a large pile of entries, there were 2 correct answers. The high scorer in the trade index was correctly predicted by Barry Wooffitt and D. Gritz. If these people could contact me with details of their computer I'll send you some software for your efforts.

BATTLE REPORT

Just ten battles were fought during turn 5, and again none was successful. Battle bonuses are all zero. The raid penalty is still 1. The new positions of the imperial ships and their controlling players are like this... D'Taan's Science empire is at soner and controlled by player 3201. Sun is at Widan (player 1781), Pirate is

Compare new star to the star you left

Moving orders

MOVE:	Does it belong to a friendly empire? Is it 1 square away, either vertically, horizontally or diagonally?	
TRADE:	Does it belong to a friendly empire? Is it 1 square away, either vertically, horizontally or diagonally? Is it a different star type?	
RAID:	Is it 1 square away, vertically or horizontally but not diagonally?	Is it the first movement phase?
	Does it belong to an alien empire?	Is it followed by a Return order?
RETURN:	Is the fleet Returning to a star belonging to the same empire as it left on the first movement phase?	Is it the second movement phase?
	Is it 1 square away, vertically or horizontally but not diagonally?	Does it follow a Raid order?
ATTACK:	Does it belong to an enemy empire?	If it's first movement phase, is it followed by a Stay order?
	Is it 1 square away, vertically or horizontally but not diagonally?	If it's second movement phase, did fleet move in its own empire on first movement phase?
STAY:	Is fleet staying at present star?	Was your first order anything but a Raid order?
CARGO, JUMP AND PLUNDER:	Does fleet start game turn at a Gateway Star?	Has it only one order over both movement phases?
	Does it move to a Gateway Star?	Is the other movement phase crossed out?
	Is it a different Gateway Star?	

Friendly = Empire which a fleet's current empire is **not** at war with.

Enemy = Empire which a fleet's current empire **is** at war with.

Same = **Same** empire as the one you've left.

Alien = A star belonging to an empire **other** than the one you left.

The Checklist Chart is one way of ensuring that you have not entered an illegal order which may result in one of your fleets becoming lost in space.

Whatever movement orders you have given each of your seven fleets, they should be checked against this chart. And if you can answer "Yes" to each of the questions set out there, then the move is a valid one.

If you come up with a "No" then the order is illegal in that context. In order to prompt "Yes" answers, some of the questions are phrased in an unusual way.

SEVENTH EMPIRE

not placed but is now under the control of player 2064, Bloodline at gazor (1780). Deat at Yuses (2754), Amethyst at usug (1877) and water at Mupip (player at 2182).

SCORES

Top scorer for turn 5 is N. Faruque, who scored 6000 this turn. Owing to last month's error, overall scores for the next 2 turns will also include any profit generated by the machine during the first run of turn 5. However, all scores are relative and the top ten should not be affected. The rest of the top ten for turn 5 looks like this...

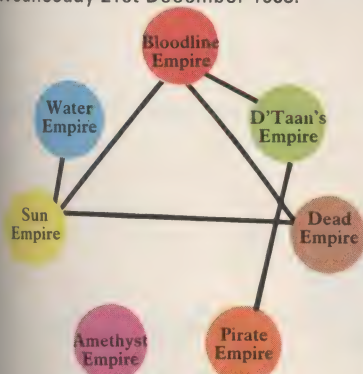
From positions 9 to 1, players 3201 (5999 points), 3362 (5222), 3183 (5111), 1925 (5000), 1781 (5000), 2726 (4925), 3420 (4850), 2428 (4000) and player 1698 who also has 4000.

To find your own profit for turn 5, use the table above which should be right this month! Cargo profits are printed normally, while plunder profits are reversed.

The star travelled from is printed in full down the left hand side, while the star travelled to is abbreviated along the top.

Orders are now due in for turn 6. As I said before, any orders already with us for turn 6 will have to be sent again. Because of this, though, I will accept orders from these players over the telephone but ONLY between 11am and midday Monday to Friday. We're afraid that there will be nobody available at other times.

Please use the 'phone number as given in the rulebook, and ask for the Seventh Empire orders dept. Closing date for moves is Wednesday 21st December 1983.



The Diplomatic Diagram

FOZUZ ○	LARUB ♦	YIBET ♦	XOLIP ♥	ITIL ♥	FUNUS ♥	LULIP ♦	YANOK ♥	XOKEG ♦	ISOX ○
249 0 223 300 260 0 260 0 206 66 227 0 222 225 263 0 218 0 212 100									
VIZAX ○	QIRUS ♥	HAZAN ♦	ABOB ○	SONER *	VEPOZ ♥	QATOT ○	HEZOD *	ASOL *	SUXEK ♥
221 40 216 142 237 250 233 80 386 40 210 100 238 250 414 33 427 66 225 200									
BAROV *	WIDAN *	RURUS ○	MUPIP *	NAXIG ○	BETID ♦	WAVAB ○	RIVEV *	MEGUD ○	NABOK ○
327 0 320 100 241 100 356 112 217 100 212 131 222 200 353 0 218 50 209 200									
DALIX ♥	OLEX ♥	TASAT ♥	CAZUV *	GOVAX ♥	DITUG ♦	OKAP ♥	TOXAZ ♦	CIXAN ♦	GOTEG ♥
221 200 254 0 250 100 321 0 225 300 253 100 269 133 199 0 238 200 221 0									
ERAK *	KOVEP ♦	USUG *	PEBOB ♥	JADEG ♦	ENAK ○	KEPAR ♥	UGON ♦	POROV ♦	JINIS *
308 100 217 75 375 125 297 184 243 60 253 600 234 0 236 0 223 0 294 25									
FADIS *	LOKIK ♥	YUSES *	XAPUS ○	IXIP *	FAGIL ♥	LIZAG *	YODAZ ♦	XUGOD *	IBED ♥
329 0 242 800 328 150 216 350 398 33 241 200 348 25 225 0 360 150 241 0									
VASUX *	QUXIN ○	HIPEB ♦	ASOR ○	SIDAL ♥	VIZET ♦	QAVUV *	HAKUB ○	APEL ♦	SABAG ♥
318 0 210 300 252 37 246 350 239 100 267 0 392 37 226 66 263 180 247 0									
BUREP ♥	WAGAP ♥	ROLEK ♥	MINEP ○	NUVEX ♥	BAZIX ○	WUPIV ♥	RORUL ♥	MEDEN ♦	NUZET *
210 66 213 100 257 0 217 225 260 200 235 50 217 0 265 100 226 75 343 600									
DUSUP *	OPOD *	TUBOX *	CIGER ○	GAZOR *	DABAG ♥	OTAN ♦	TUXUX ○	CESER ♥	GIRIX ♦
323 0 321 0 308 0 227 100 431 42 236 171 227 300 207 0 222 120 210 300									
ELAR ○	KERUP ♦	ULEB ♥	PIRAD ♥	JAXEL ○	EDIB ♦	KOLOL *	UKOP ○	PULUD *	JUVAK ♦
221 0 267 0 207 100 235 133 246 100 215 112 338 150 211 66 338 0 220 0									

The Galactic Map

Orders in Block Caps please

Name:

Code No: Telephone No:

	AT	1st Movement phase		2nd Movement phase	
		ACTION	STAR	ACTION	STAR
FLEET 1					
FLEET 2					
FLEET 3					
FLEET 4					
FLEET 5					
FLEET 6					
FLEET 7					

I wish to move the Empire's Imperial Ship from to

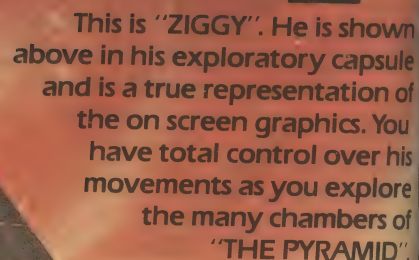
Please notify us separately of any change of address.

SOFTWARE

The Pyramid contains 120 chambers on 15 levels. In order to get from one chamber to another must fight off the indigenous aliens to collect an energised crystal which will neutralize the field guarding the two exits.

You proceed to explore the Pyramid from top to bottom with the difficulty generally increasing with the depth of level. Depending on the choice of exit from each chamber you are likely to have a different game every time you play.

Apart from the challenge of trying to achieve the highest score possible the pyramid contains a number puzzle to solve. The more chambers you successfully visit the more information is gathered to enable you to discover the secret numbers of the pyramid. The puzzle won't take you a few days to solve, it will probably take you a few months.



FANTASY SOFTWARE
is available from W.H.Smiths,
John Menzies and
Computers For All

Compatible with all leading joysticks.

For 48K Spectrum

THE PYRAMID is available at £5.50 from
FANTASY SOFTWARE, FAUCONBERG LODGE, 27A ST. GEORGES ROAD, CHELTENHAM, GLOS GL50 3DT
despatched by return first class post together with a membership number entitling you to discount
on our forthcoming blockbusting software.

Trade Enquiries welcome – telephone 0242-583661

◻ N • E • X • T ◻ M • O • N • T • H ◻ N • E • X • T ◻

THIS ONE YOU MUST NOT MISS!

Games galore in our bumper February edition with the action-packed Book of Games attached.

The Book of Games will be a 52 fun packed bumper add-on to your favourite computer magazine. All the top micros will be featured — with a couple of games for each machine all tried and tested by our review team to ensure top quality games.

We also intend to have a few surprise competitions thrown in with some of the listings to give our Book of Games that special added ingredient — more fun! So rush out to your newsagents on January 16th and get your hands on this extra special issue of *C&VG*!

And at last we hope to be bringing you the long awaited and much heralded Coleco Adam competition! Yes, we're finally going to get our hands on some of these computer systems from the people who brought you the ColecoVision video games centre.

Professor Video will be lecturing again in our Video Gaming pages with tips on Q*Bert and we'll also be bringing you all the latest news plus our regular Joystick Jury reviews.

The Seventh Empire WILL be striking back! All you long suffering Empire addicts shouldn't despair as the end — and the grand prize — is in sight. The glittering prize could be yours if you've managed to stay the course!

All that plus our regular articles and features which bring the wonderful world of computer gaming into your home.

Our brand new Program-Extra feature offers educational tips based on our games plus an extra helping hand for people who have just bought their micros.

Bug Hunter will be on hand to deal with any nasties who crept into your programs over the festive season.

Keith Campbell will be back

on the trail of treasure, demons, dragons, and elves and bringing news of a fun competition where you could be the lucky winner of Melbourne House's brand new Sherlock Holmes game.

We will be announcing the winners of the Golden Joysticks Awards.

Throughout the year you have been filling in and sending us your votes for Best Arcade Type Game, Best Strategy Game, Best

We also plan to bring you a round-up of computer add-ons to compliment our Games Players' Guide to Micros in our December issue. Plus a look at all the latest joysticks for micros and video games centres.

We might also be able to squeeze in a feature on laser discs and you'll soon be able to interface them with your friendly home computer and play even better games.



Original Game, Game of the Year and Software House of the Year.

The much sought after golden joysticks will be presented to representatives of the winning software houses at a special presentation lunch to be held in London in January.

But it's not just the software houses who will be receiving the goodies in our February issue. We will be also announcing the lucky ten winners of our Decathlon competition — each of whom will be receiving an Atari VCS plus three of Activision's latest games to go with each.

There will be an exclusive interview with the world's number one video game designer — Mr Pitfall — David Crane.

Me'n my newsagent are real close. His name's Bill or Fred or something ... Anyway we got an arrangement. Every month, you know what he does? He looks out my copy of *Computer & Video Games* and keeps it, just for me.

So none of the other punks on the street can get hold of my copy. And that's important to me. Mebbe it's important to you too. So go n' see your newsagent with that coupon below all filled out. If he's like Harry here, you're gonna like him.

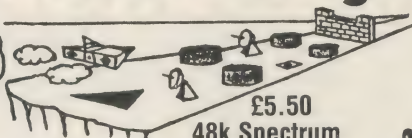
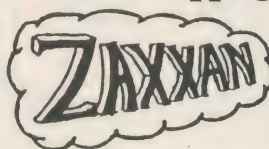
To my newsagent: Please deliver/ reserve me a copy of *Computer and Video Games* every month. Price 85p.

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STARZONE SOFTWARE

A universe at your fingertips



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48k Spectrum

The most advanced 3D graphics game ever conceived brought to your Spectrum. Blast your way through fighters, forcefields and fuel dumps whilst avoiding the walls, to the enemy's ultimate defence!



Don't panic! Save Dan from the deadly Daleks before they exterminate him. True machine-code arcade action.

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River Raider



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Penetrate the river defences in your heli-gunship on a low level rescue mission. Death and destruction all the way!

PROGRAMMERS!

Top royalties for good programs.

MAGNUM



Kill or be killed! Rapid action, addictive and amazing graphics. Excellent sound effects. Two player option.



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TASMANIA

Zap the terrifying Tasmen and their ferocious friends before the advancing walls crush you. Use your smart bombs to delay your impending doom!

BBC Model 'B' £6.95



Blackbeard's Treasure

BBC Model B
£6.95

Pit your wits against Blackbeard and his minions on his island of intrigue. Save game, randomised mapping, 100 locations. Dragons, druids, goblins! A classic text adventure.

Cheque/PO to: Starzone Software, 74 Wallingford Rd., Shillingford, Oxford OX9 8HB.

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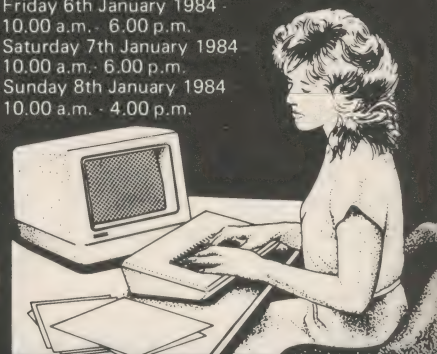


PLAY ALL DAY!
JANUARY 6th 7th 8th

January 6th 7th 8th are the dates when you can play all day with the very latest in software on the very best computers, including Atari, Vic 20 and 64, ZX plus Spectrum, Oric, Dragon and BBC A & B. All will be on display at **The London Home Computer Show!** Once again the emphasis will be on the lower end of the price bracket, with computers from £50 up to £300.

Play all day, try or buy it's all there at the greatest home computer show on earth!

Friday 6th January 1984
10.00 a.m. - 6.00 p.m.
Saturday 7th January 1984
10.00 a.m. - 6.00 p.m.
Sunday 8th January 1984
10.00 a.m. - 4.00 p.m.



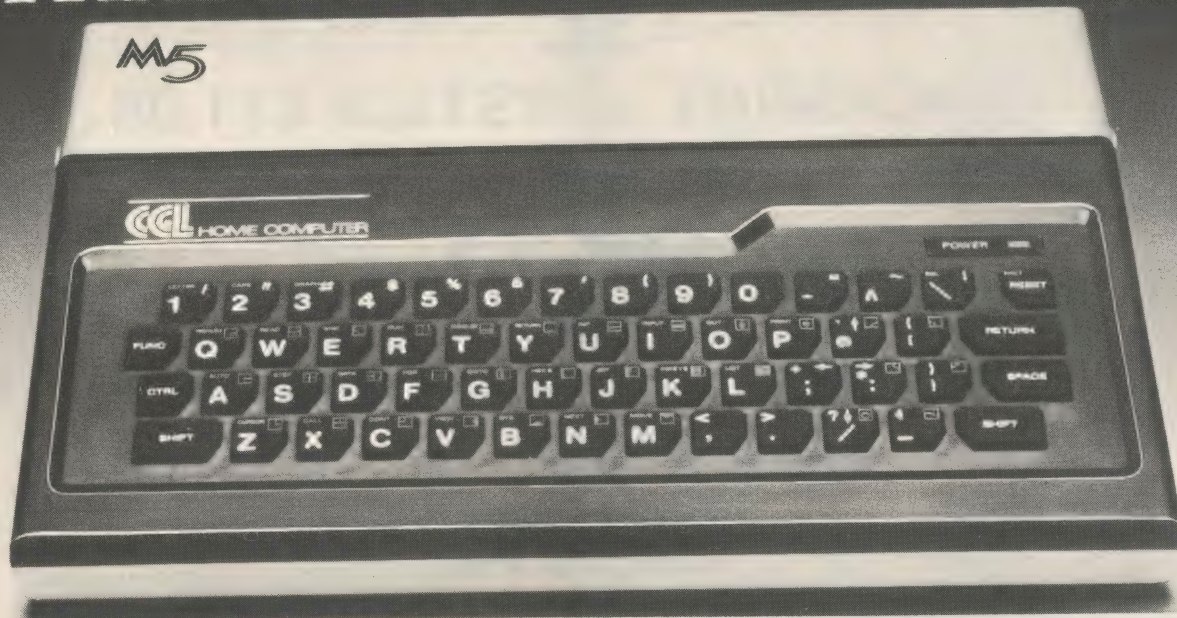
THE LONDON HOME COMPUTER SHOW
HORTICULTURAL SOCIETY'S NEW HALL, WESTMINSTER



The London Home Computer Show,
Royal Horticultural Society's New Hall,
Greycoat Street,
London S.W.1.

Admission Adults £2.50
Children under 16 £1.50

AT LAST, A HOME COMPUTER THAT IMPROVES WITH AGE.



It's surprising how many first-time relationships with a home computer go sour with age.

You buy an attractive, discounted little machine so that you and the children can learn about computers.

Instead, you learn about its limitations: the dull graphics. The plugs that fall out. The cheap power supply. The unalterable "beginners" language. The stiff, fragile keys. No provision for future developments. If only you'd looked around a bit in the beginning... *"Quality costs a little more, but it's usually worth paying for"* (Personal Computer News - CGL M5 Review, June '83.)

The CGL M5 is designed and built by Sord, one of Japan's leading computer specialists, with three main ideas in mind.

First, to be easy and fun to learn and operate.

Second, to be rugged enough to last through hours and hours of operation.

And third, to form the basis of a powerful, versatile home computer system that won't need replacing until you're ready for a dedicated business system.

Built to learn

The CGL M5 is designed to be easy for non-geniuses to use.

"On the M5, most of the work is done for you, and all that is left is the need to work out what to do next, rather than how to do it." (Personal Computer News, June '83.)

If you make a mistake, you can correct it with a simple movement of the cursor. So you only correct that mistake, not a whole line; nor do you have to indulge in complex edit commands.

Budding video game designers and computer artists will love to get their hands on the 16 colour graphics and 32 moveable images called "sprites."

"The M5 makes professional graphic

effects very simple, for even the beginner to achieve." (Personal Computer World, Aug. '83.)

Built to last

"It works first time, doesn't need a lot of mollycoddling and jiggery-pokery to persuade it to continue to do so, and what's even better, it continues to work well. You don't have to balance cold cartons of milk on the top, shove matches in the back to keep the plugs in, or press the keys with several pounds force to make them respond." (Personal Computer News, June '83.)

Being able to build things that work and carry on working without endless maintenance is something at which the Japanese seem to excel.

Built to grow

To be truly versatile, a home computer has to understand very different things. So you need different "languages," which the M5 provides by supplying part of its memory in plug-in cartridges.

"The M5 eliminates the worst limitations on machines at this level, which is that they tend to be stuck with whatever language is provided by the management." (Personal Computer News, June '83.)

The computer is supplied complete with a Basic-I cartridge, a standard integer BASIC language and a simple learning text.

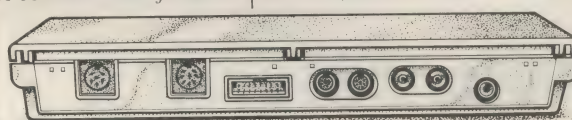
Plug in the Basic-G cartridge, and you can access the M5's incredibly sophisticated graphic and sound capabilities which are far in advance of similarly-priced computers.

Move on to the Basic-F cartridge, and you have scientific, technological and statistical computing power usually available only

on big computers with equally big price tags.

The FALC cartridge provides a tailor-made language for data management, spreadsheet accounts and business problems. Combine FALC with a disc and you could *"turn the M5 into a small business machine."* (Personal Computer Magazine, August '83.)

Now, take a look at the back of the M5.



Notice the sockets (usually an extra) for a standard

Centronics-type printer, the separate video monitor and hi-fi sound output.

Even the language cartridge socket has hidden potential:

"Unlike most such sockets, this one has 56 internal lines connected to it giving access to just about every function in the computer. This means that just about everything you can think of can be added onto the computer, ranging from a Prestel interface to second processor to use as an intelligent terminal on a timesharing computer..." (Electronics - The Maplin Magazine, March '83.)

Take a look at the home computer that will improve with age.

For a full technical specification of the CGL M5, details of the wide range of supporting software and to find out where to see a complete demonstration, send the coupon to: CGL, CGL House, Goldings Hill, Loughton, Essex IG10 2RR. Telephone number: 01-508 5600.

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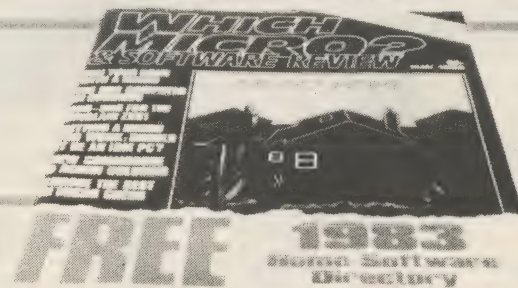
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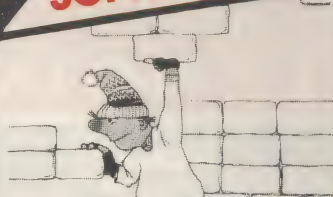
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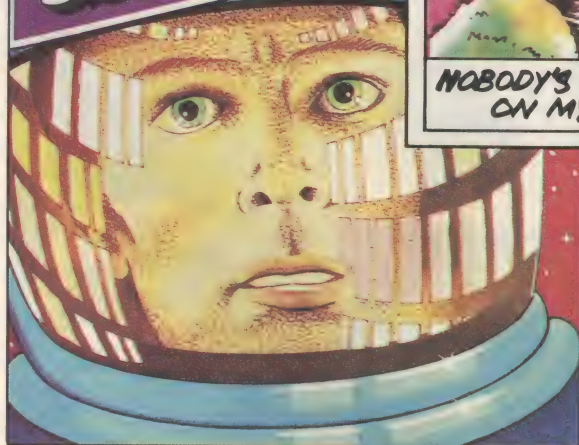
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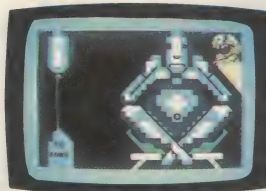
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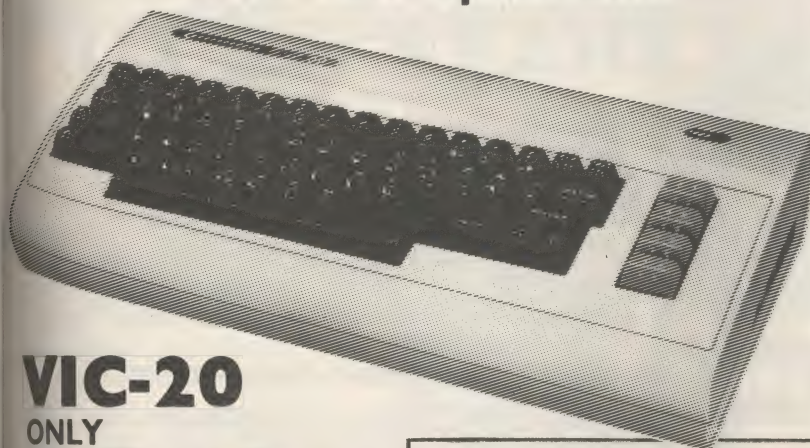
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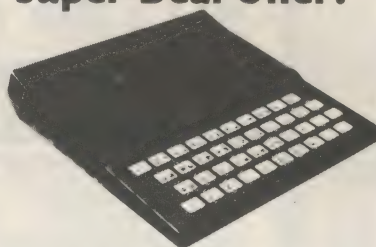
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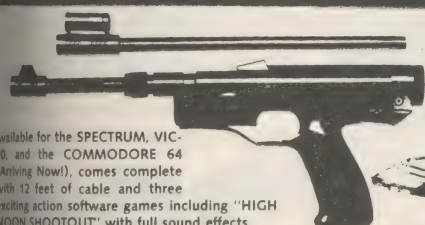
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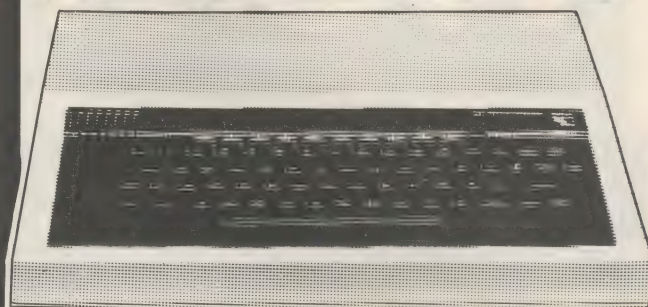


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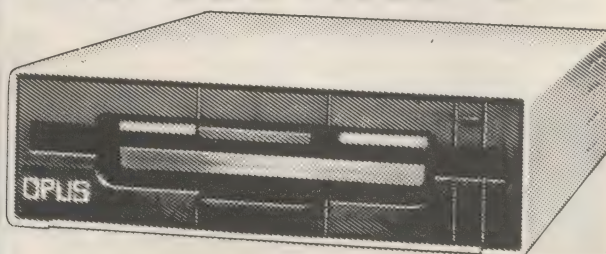


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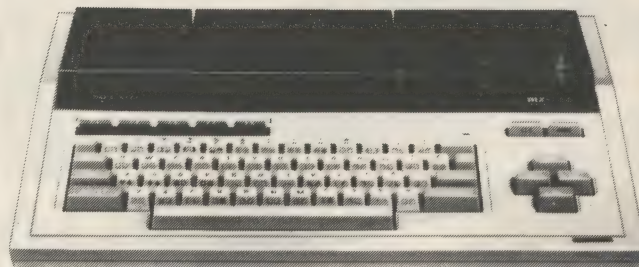
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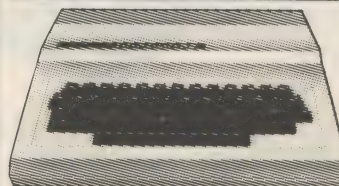
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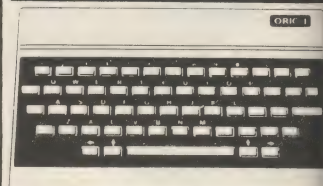
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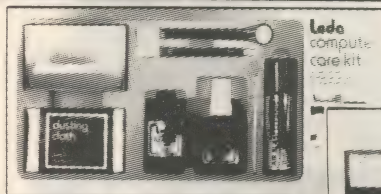
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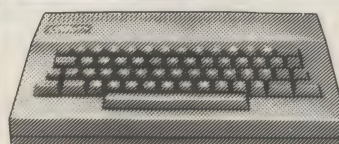
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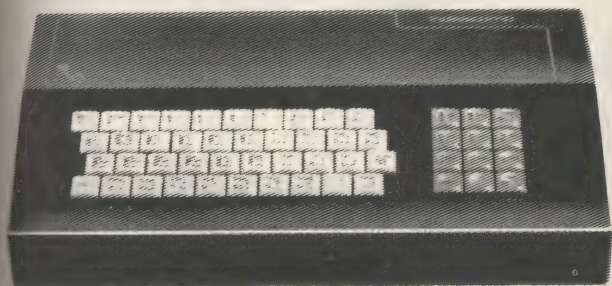
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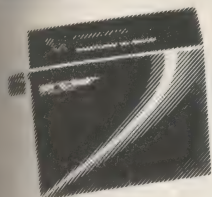
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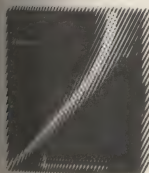
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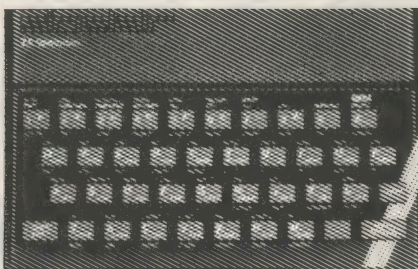
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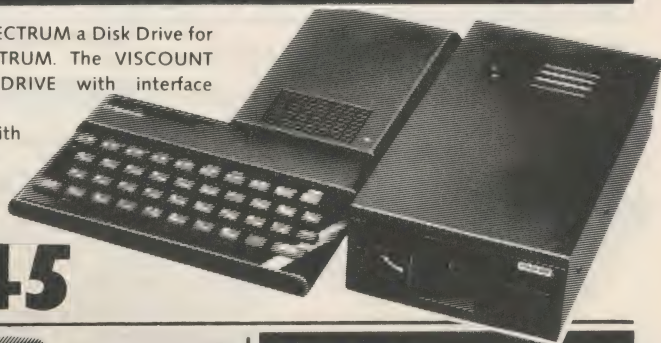
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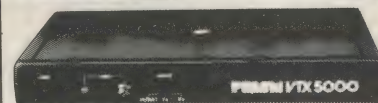
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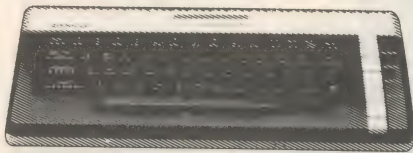
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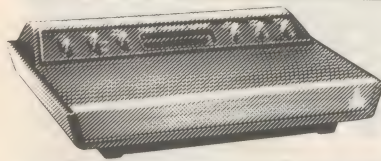
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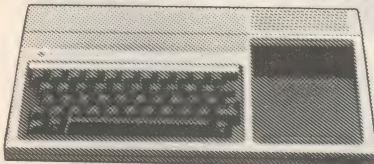


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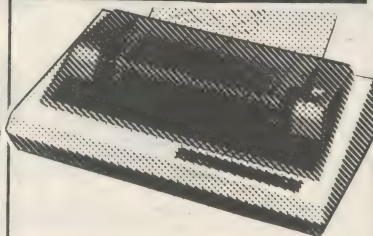
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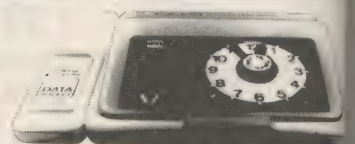
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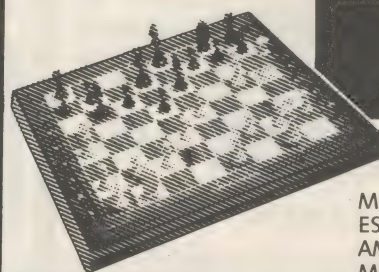
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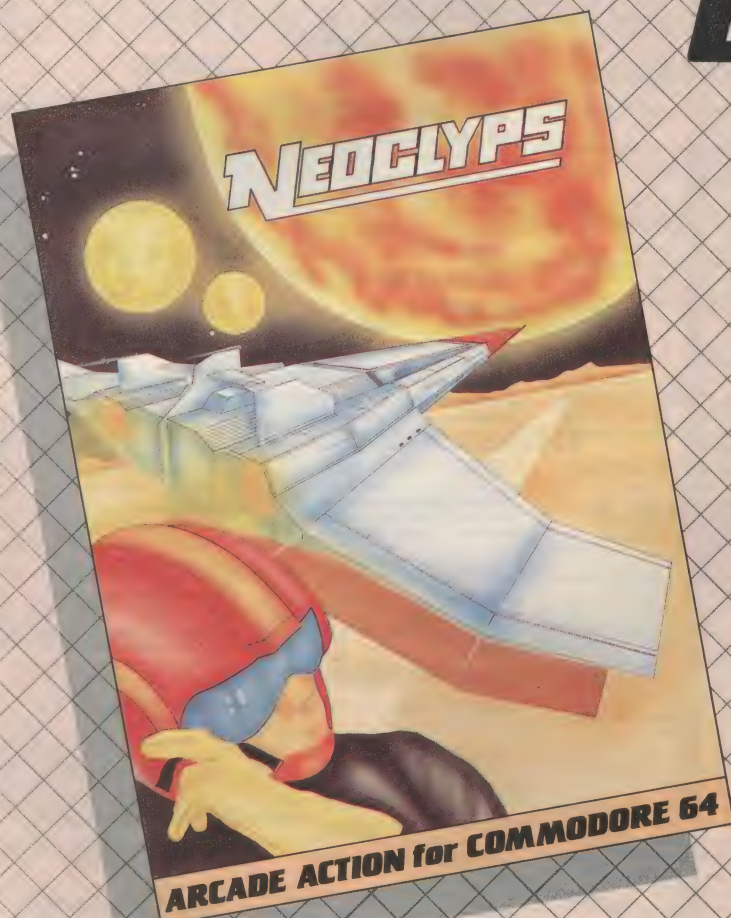
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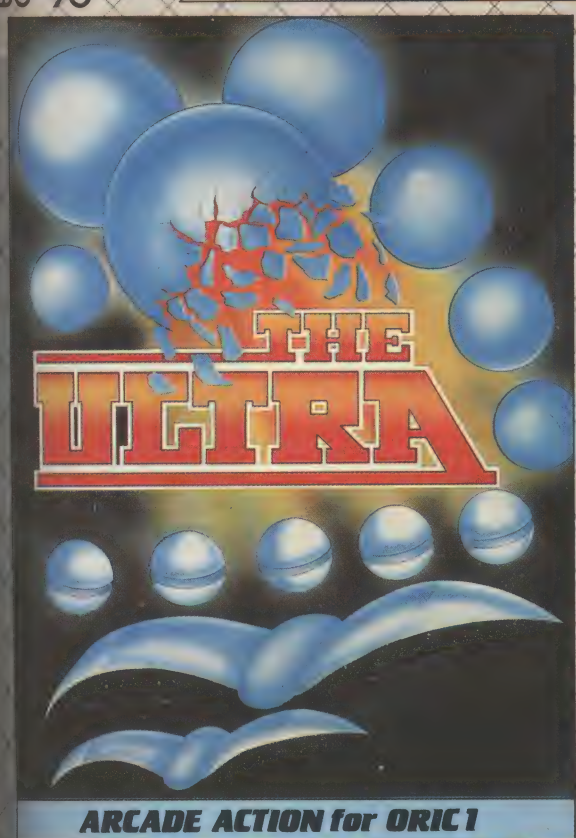
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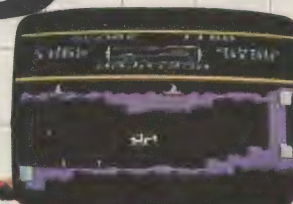
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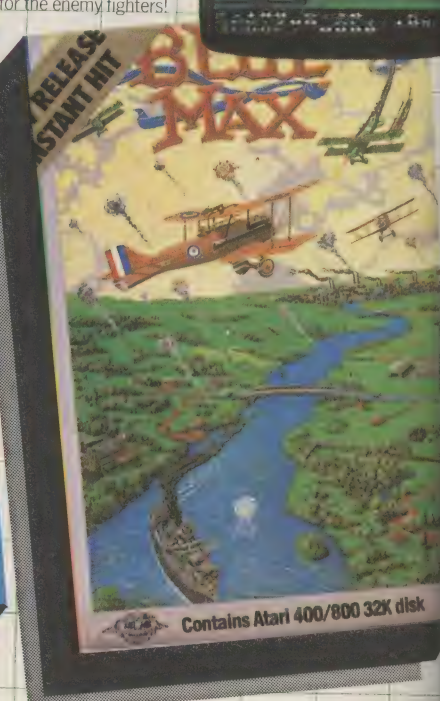
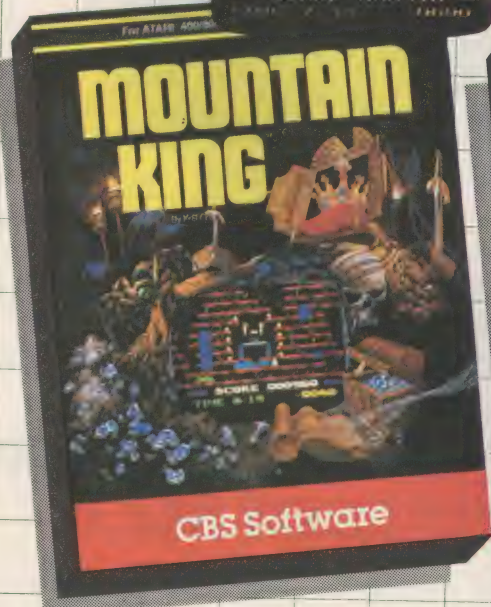
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The computer also controls Bogul – the guardian of the corridors who can reduce your thought power (ESP) every time it finds and bogulises you, so you'd better listen out for its approaching footsteps!

Should you locate the computer and should your ESP be sufficient you'll have to pull on all your energy to try and master the 3 digit self destruct code.

With this done, now is the time to escape from the corridors. No door codes to worry about this time. But its no easy task as Bogul will have cloned – how many times though? Well that depends on how long you took to crack the self destruct code. There could be as many as

eight! And you'd better be careful as only one Bogulisation and you've had it!

Full colour graphics, sound effects and, of course, 3D machine code action as you would expect from Malcolm Evans 'the 3D expert'*, to push your 48K Spectrum to its limits. 'Corridors of Genon' is supplied with a keyboard overlay and is also compatible with the Kempston joystick.

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As you set out from your secret base, your first objective is to manoeuvre through the barrier of orbital space mines to one of the many re-charging stations to re-charge your navigation lasers, then you will be able to carry on with your mission of destroying the marauding stellarships.

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Avenger is for the Dragon 32



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Noisy talk and glaring explosions fill the sky, don't let your concentration wander, if the convoy gets through your people are doomed, you must succeed, you must.

Attack Attack is for the Commodore 64.



CBM 64

Your mission destroy the enemy rocket base on the planet Hagon.

Although the enemy might seem invincible, you know that if you refuse to the enemies' threat rocket attacks will destroy your gates.

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and score points but to try and work out a playing strategy – you won't find this easy!

Naturally you'll be terminated when you out manoeuvre yourself and get caught in 'the knot'!

Don't just take our word for it –

'A highly original, professional and exciting game and one that I could play all night – very highly recommended' – ZX Computing.

'Knot in 3D must be one of the most beautiful, graphically, games to be seen on the Spectrum' – Popular Computing Weekly.

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'Most 3D games have either a graphic display or an addictive playable game – but not both, this is one of the few that combine these qualities'. – Computer & Video Games. But that's not all . . .

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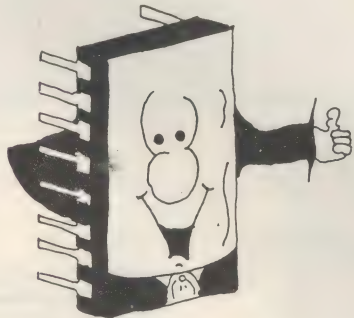
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Hurtle into a void leaving a trail for your unseen pursuers in 'KNOT IN 3D'. Weave your way through up to five trails but be careful, you could get knotted! Or travel through the depths of a moving tunnel full of bats, rats, spiders and toads in '3D TUNNEL', with a special surprise in the 48K version.

Stamina is the vital ingredient of 'ESCAPE', as you'll be venturing into the maze pursued by walking and flying dinosaurs.

ZX81 owners must be prepared for the

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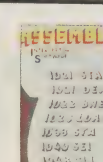
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Author's name: Christian name: Sur-name:

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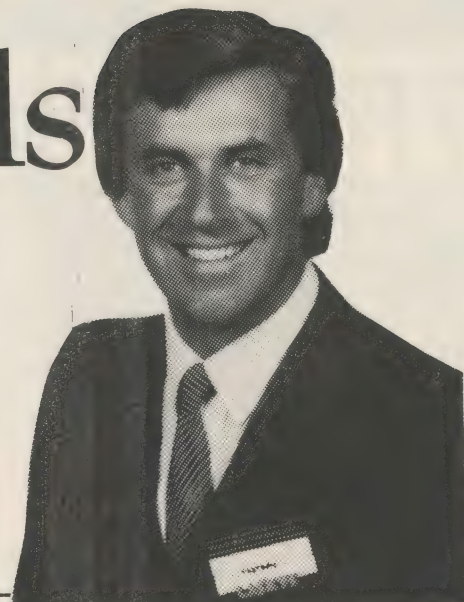
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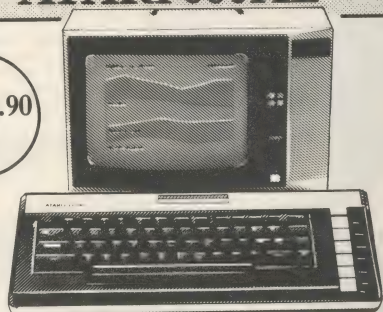
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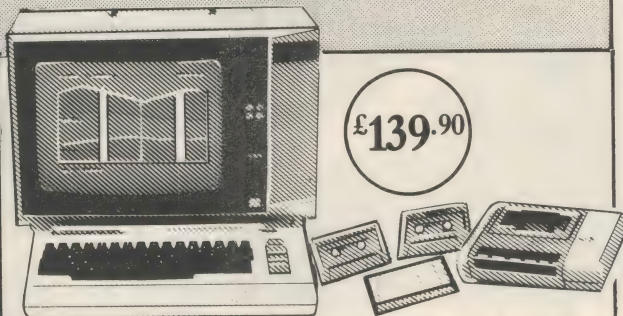
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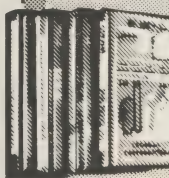
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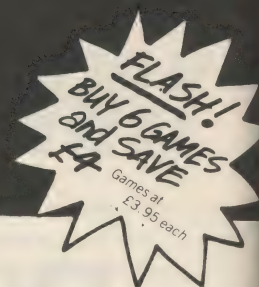
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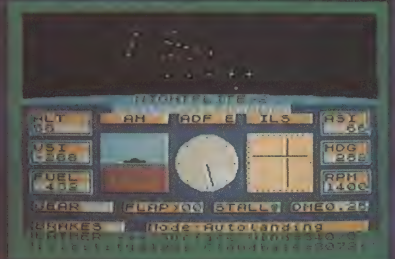


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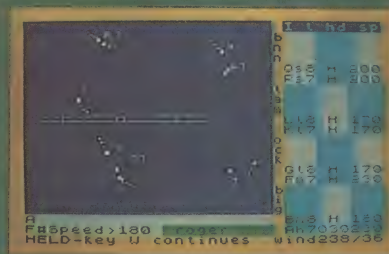
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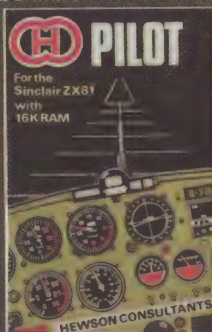
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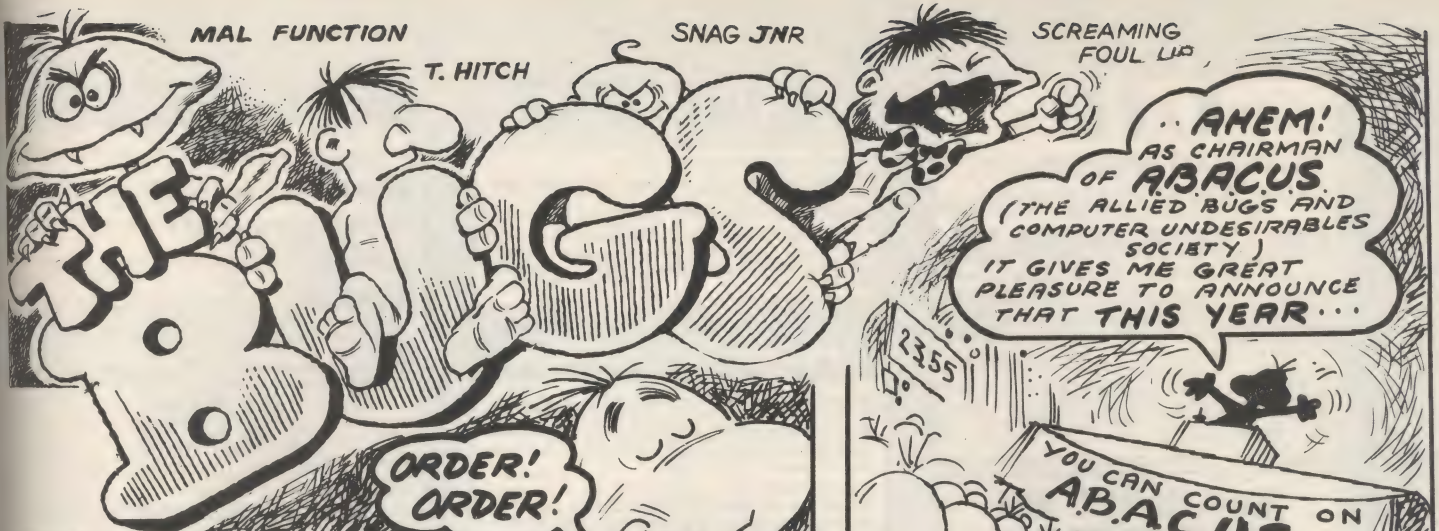
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AT THE
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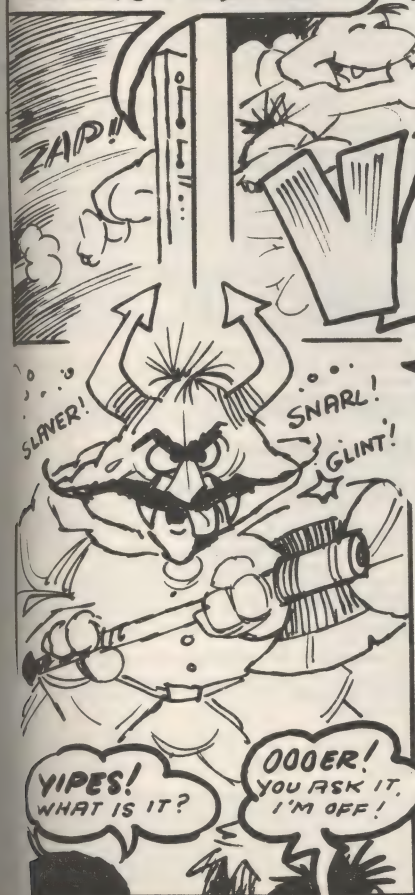
VAROOOMMM!
THUDD!

GASP! THERE'S
NOTHING WE CAN DO
UNTIL HE TAKES THE
CARTRIDGE OUT.

WHIMPER! THERE GOES
OUR **1000**
RECORD!

SOB! PLEASE
LET IT BE
S.S. SOON!

I'M
NERV.V.VOUS!



YIPES!
WHAT IS IT?

OOOER!
YOU ASK IT,
I'M OFF!



ONE MINUTE PAST 12 PM!
OUR PROGRAMMER TAKES THE
CARTRIDGE OUT!

PHEW!

IT'S GOING TO BE A
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The sharp-eyed amongst you will have spotted the subtle changes made to the classified advertising section in this issue of *Computer & Video Games*.

These changes will be even more apparent from February onwards when we shall be offering lineage advertising to those of you selling goods and services for profit (what's that?). These will appear under the heading of **MicroAds** together with semi-display advertisements (formerly "Supermarket"). For semi-display ads the minimum size will now be two centimetres and we shall also offer the opportunity of taking an ad across two or even three columns.

If you've got an old ZX80 gathering dust in the attic, a collection of unused software cluttering up your shelves or anything else you want to get rid of you can still do so through the **MicroSell** section of the magazine which has now been going for several months.

To place a semi-display advertisement in the magazine send in your copy to **C&VG, 8 Herbal Hill, London EC1R 5EJ**. To place a lineage advertisement, in either **MicroAds** or **MicroSell** fill in the order form on page 167 of this issue.

We hope you take advantage of these new advertising options and would like to take the opportunity of wishing you all a very prosperous New Year.

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ABBEX MAGIC

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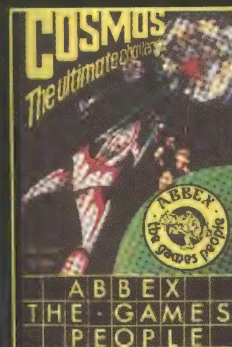
1 KRAKATOA - 48K SPECTRUM - £5.95

... "My whole body ached as I scrambled back into the chopper... the subs were back! In the five days that the tanker had been sheltering in the bay, not one hour had gone by when they hadn't tried to dispatch a defenceless tanker to the deep... The rockets were coming in over Krakatoa and the constant explosions had brought the volcano to life! I had a tough choice to make, I could stay with the tanker and make sure it didn't end up like the others, or get the Islanders off the volcano, it wasn't going to be easy! Almost impossible! But I was going to try both! Arming the rockets I lifted off and headed for trouble...



2 PILOT - 64 - Commodore 64 - £7.50

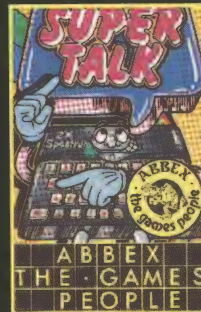
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4 SUPERTALK - 48K SPECTRUM - £6.95

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5 ATLANTIS - 16K VIC-20 - £5.95

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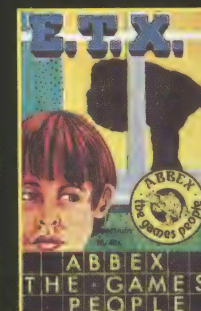
6 SPIDER STORM - UNEX. VIC 20 - £5.95

The enormous XITAM 1 rocket streaked skywards. Its vital mission to save the last remnants of the human race that resided in its folds. Dennis Bird sat contently in the hatchery quietly reviewing his new and important job. When suddenly the ship shook violently as it was invaded by swarms of the most devilish destructive spiders you could possibly imagine. Dennis sprang into action, seizing his Megadon Atomizer he began blasting... "Take that! and that!" ZAP!! POW!! The battle continued... "How many can there be left?!"



7 WAR GAME - 16K SPECTRUM - £5.95

I couldn't believe my eyes, but there they were. The teletale red lines I'd seen so often in training. Fourteen years of boredom in this seat and it had happened! As if in a dream my hand flashed across the terminal keyboard, scoring, projecting and calculating. The computer helped, but I pressed the buttons! destroying those evil missiles before they struck the cities below! Was this the end!



8 E.T.X. - 16-48K SPECTRUM - £5.95

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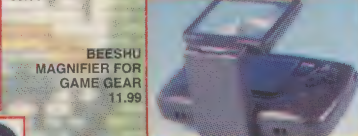
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WELCOME to another record-breaking issue of the world's only hand-held magazine, completely and utterly free! This is the place you'll find everything you need to know about gaming on the go - and it doesn't cost a thing! This month we've got such an amazing line-up of goodies I hardly know where to start, so I'll just leave you to fight your way through the mountain of marvellous games stuffed inside this issue!

There are some funny old things going on in the hand-held world right now. The would-be competition is jumping up and down in frustration because they just can't work out why we give **GO!** away and don't charge oodles of cash for the hottest mag in the world! The answer's very simple - we like giveaways and **GO!** must be the greatest freebie anyone's ever thought of!

So the day some shambling sad mini mag creeps onto the shelves and tries to tempt you to part with your hard-earned dosh remember **GO!** gets the great games first and costs you nowt. Why pay for something you've already had for free? See you next month!

TIM BOONE

CONTENTS

ISSUE 8 JUNE

6 ALIEN SYNDROME

Sega's coin-op hit squeezes itself into your Game Gear and touches down in the palm of your hand. Does the game live up to its arcade daddy? Tune in to this Exclusive **GO!** review and judge for yourself!

8 ATTACK OF THE KILLER TOMATOES

Aaargh! They're red, a bit squishy and occasionally they go crazy and kill people! They're the Killer Tomatoes and they're doing what only tomatoes do best in another scoop **GO!** review! Yippee!

12 ELEVATOR ACTION

Taito's classic lift-related coin-op is converted onto the Game Boy and **GO!** is there at the bottom to catch the game as it comes down for yet another Exclusive! Honest guv, I don't know how we do it!

14 NINJA GAIDEN SHADOW

Are you a bit of a Ninja nobody? Do you know nowt about one of the most eagerly awaited Gameboy titles around? Well fret no longer, 'cos **GO!**'s just grabbed the game for yet another scoop-a-rooni Review! Yahoo!

16 STAR TREK

"It's no good cap'n, I cannae hold her!" "Just hang on Scotty - Bones has just popped down the shops for CVG and we're the cover game on **GO!**" "He'll have to watch for Klingons, cap'n." "No Scotty, he had a curry last night so he should be fine..."

18 MEGA MAN II

Hooray! Mighty Mega Man struts his stuff on the Game Boy in the second adventure from one of the greatest games heroes of them all! Does the boy

deliver the goods when it comes to the game? Tune in and find out 'cos this is yet another **GO!** Exclusive! We can hardly believe it either...



21 RAMPARTS

Who's the king of the castle when it comes to hand-held gaming glory? Here's Ramparts to show what the Lynx can do - and **GO!** grabs the game for Exclusive review! Rush to that page and check it out NOW!

22 MONSTER WORLD II

Wonder Boy is back! Yes, it's true, everyone's favourite lad bursts onto your Game Gear for monstrous laffs all round - so here we **GO!** again for yet another scooptastic review! Helpmaboab, I cannae believe this mag is free!



EDITOR: Tim Boone ART EDITOR: Jenny Abrook DEPUTY EDITOR: Paul Rand PLAYBOY MEGASTAR: Frank O'Connor AD MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Matthew Walker MANAGING EDITOR: Julian Rignall PUBLISHING DIRECTOR: Graham Taylor MANAGING DIRECTOR: Terry Pratt PRINTED BY: Kingfisher Web COLOUR BY: Colourtech, London E2. **GO!** EDITORIAL AND ADVERTISING, CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. TEL: 071 972 6700 FAX: 071 972 6710 HANDY TIP: Get yourself the world's only hand-held mag and just give it away for free - everyone will think you're nuts! COPY-RIGHT WARNING: We sue we do and we'll kick your butt blue...



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With Summer on the way, all conscientious console kids should be getting their mitts on the totally excellent and bodacious Mean Machines t-shirt. It is the essential fashion accessory for all dedicated console gamers - and is unprecedented in the looking totally cool department.

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NEWS



IT'S THE JOYSTICKS!

If you've already scoured the pages of CVG this month you'll doubtless have read all about the Tenth EMAP Golden Joystick Awards - the event where the select few who managed to get an invite enjoyed a full day of eating, drinking, making merry and rubbing shoulders with the big boys of the business, as well as being treated to the witty banter of this year's host, Jonathan Ross.

But you may be interested to hear that a new category was introduced to the awards list - that of Hand-Held Game Of The Year. Out of a shortlist of Batman (Game Boy), Mickey Mouse (Game Gear) and R-Type (Game Boy), the lucky winner, presented by **GO!** editor Tim Boone, was...R-Type! Three cheers and a hearty round of applause all round, and commiserations to the pair that just missed out on top spot.

GOING FOR GOLD

We're all off to sunny Spain for the 1992 Barcelona Olympics! At least, those of us with an absolute stack of money will be. The more lowly among us will have to make do with the official Olympic cart on Game Gear - and if first impressions are anything to go by, that's no bad deal!

US Gold, who you may remember brought us the unbelievable Super Kick Off on the shrunk-down Sega, have tied up the rights to the well-known four-yearly jamboree and stuck a selection of events onto a cartridge. Try your hand at sprinting, relay, swimming, archery and more, in the hope of lifting gold for yourself and your country. We've seen an early version of the game and, if you're the sort of person who jumps through a hoop at the merest mention of multi-event sports games, then get that hoop ready! But don't start leaping yet - hang on until we review Olympic Gold next month in gold-winning **GO!**



KANNY KIT FROM KONIX

The world and his wife knows that the Game Boy is one serious fashion accessory, with a stack of odds and ends available to give your particular machine just that extra smattering of street-cred. Now there's another add-on doing the rounds which any serious hand-held junkie simply must get their mitts on.

It's called the GB Holster and it's come from Konix, the one-time joystick makers from Ebbw Vale who, a couple of years back, had a seriously big idea called the Multisystem - an all-singing, all-dancing super-console which unfortunately crashed and burned before it even went into production. But what about the Holster? Well, it's a rubberised unit which you slip onto your belt and slip your Boy into. Once attached, there's no need to ever take the machine out of its case again



because there are slots for all the various controls and even a hole to shove your carts through. Sounds the biz to us!

GRANDSTAND'S DINKY DISNEYS



Grandstand have launched a new range of single-game hand-helds, aimed specifically at the younger end of the market. Dubbed Junior Games, the first two machines are TaleSpin and The Rescuers Down Under, both licensed from Disney.

These new hand-helds differ from others in the Grandstand range in that they are brighter and more appealing to young eyes, have larger buttons to suit little fingers and are less action-based than similar games. Priced at £22, the Junior Games series will increase later in the year with the release of The Little Mermaid and Beauty And The Beast.



JOY FOR BOYS - AND GIRLS!

No sexism in this game folks! To help bring female gamers into the Sega fold, Alien Syndrome players can select either a feller or a woman to go out and slaughter the slimy suckers hanging around the levels. There's no real difference in gameplay no matter which character you choose, but it makes a pleasant change to be a heroine for a while!

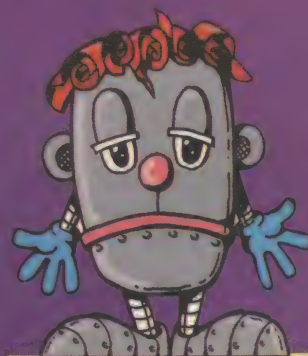
In the year 2000AD, things aren't going too swimmingly for the human race. Aliens have stormed across the Earth and the world's leaders are powerless to stop the rampage. It's all down to one lone fighter, strong of heart and big of gun, to catapult these foul creatures back to their own rotten galaxy.

Converted from the Sega coin-op which reared its head back in 1987, Alien Syndrome is a mad thrash through four levels of alien-smashing action. The cosmic creeps have taken a bunch of scientists hostage, and it's your mission to rescue them all.

GAME GEAR - £TBA



ALIEN SYNDROME



If only there was the option for two-player fun and frolics! Alien Syndrome doesn't really stand up as a single player game, although you can have a reasonable amount of laffs blowing up aliens and saving the hostages. But it won't be a game you'll be playing for ever.

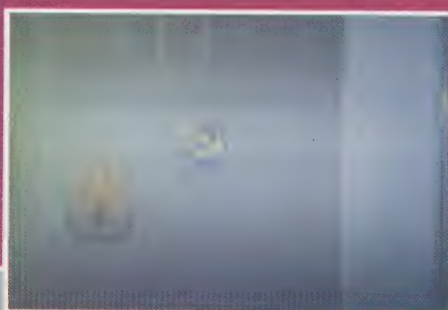
FRANK O'CONNOR

STAGE FIGHT

There are four distinctly different levels to be found in Alien Syndrome, each one teeming with intergalactic invaders. From the Future Lab, travel into the City and defeat the monstrous hordes there before trashing the terrors in the Military Complex and finally making your way to the Alien HQ.



XX XX XX XX XX XX XX XX XX XX
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XX XX XX XX XX X



THE NASTIEST NASTY

Get to the end of each level and you'll come face-to-face with the most fearsome freak ever to grace a galaxy - the grotesque Asophy. He's a right pain in the neck and takes ages to get rid of, but get rid of him you must do if you want to progress.



Alien Syndrome was a brilliant arcade machine but it's showing its age these days. The Game Gear version is a reasonably close conversion (apart from the loss of two-player mode) which blast fans will no doubt go ape for. Four levels won't keep top gamers occupied for long, though.

PAUL RAND

SYNDROME



WHERE'S PLAYER TWO GONE?

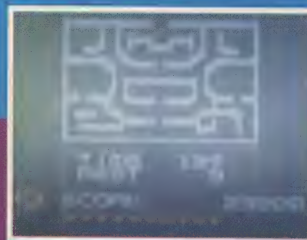
Although the Alien Syndrome coin-op featured two-player action, this Game Gear version allows only one player to take on the task of large scale baddy-busting. It's a bit of a shame, but if you've never played the arcade game before you won't feel too let down.



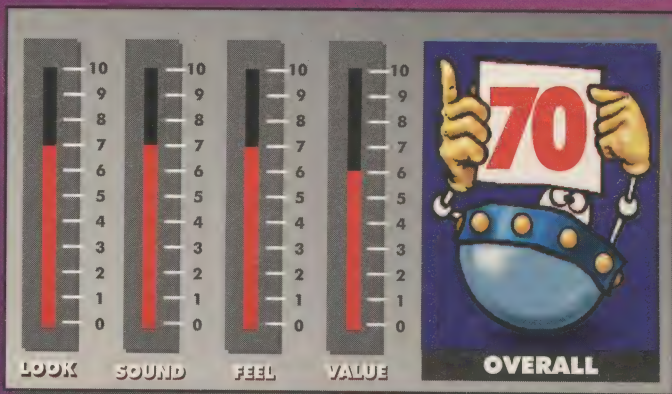
Oh no! Those evil aliens are attacking from all sides, but with a bit of luck and the help of your trusty guided-fireball gun, one man might just be able to save the day - and all those hostages. Just be careful they don't trap you in a corner and do unspeakable things to your person, that's all.

YOU'RE ONE UGLY MOTHER

The aliens you'll encounter in Alien Syndrome aren't yer green blokes who look like us, or even scaly nasties like that lot on 'V'. No, these are horrible, squishy, squashy things that sneak up on you when you least expect it, jump you in gangs and other cringesome ways. Our advice? Blow 'em to bits.



THANKS... to Console Concepts (0782 712759) for the review cartridge.



ATTACK OF THE KILLER TOMATOES



The tomatoes are attacking! The quiet town of San Zucchini has been overrun with round, red rotters! Dr Gangrene has created a tomato army with which he plans to take over the entire planet! Only one man can put an end to this terror, and that man is infamous tomato killer Wilbur Finletter.

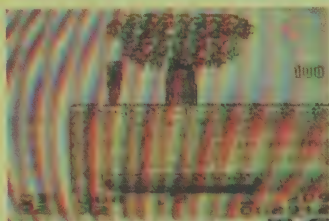
Join Wilbur on this most perilous mission to crush the ketchup out of the red menace across the many areas of San Zucchini. The tomatoes will do their best to beat Wilbur to a pulp, but with helpful items to pick up throughout the fight, young Finletter should squash those suckers quicker than you can say 'Daddies Spicy'.

GAME BOY - £24.99



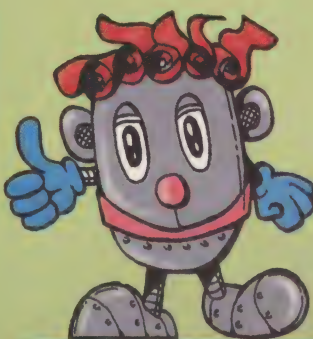
PLUM

Attack of the Killer Tomatoes is based on a cartoon which became a minor hit both in the States and over here. The cartoon, in turn, was derived from a 1978 movie that, interestingly enough, received the Golden Turkey award - given to truly pathetic examples of film-making. It really is a terrible picture, and get yourself to a viewing if you can!



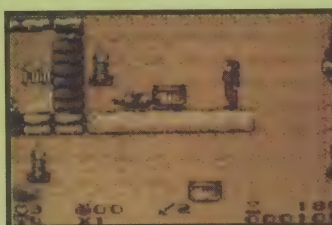
PEELED

Wilbur begins the game with naught but his unarmed combat skills to trounce the toms, but search hard enough and he'll uncover all manner of smart bits and bobs which he can use to overcome Gangrene's goons. Items include swords, extra lives and other brilliant stuff - and he'll have to pick up a pot of tomato juice to finish each level. Good job they're killer tomatoes and not cabbages!

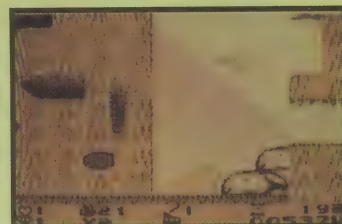


Hurrah! Here's a game the promises nothing at all and turns out to be a right old laff! Decent graphics and some well wicked gameplay add up to a strong Gameboy Title tomato fans just won't want to do without! Get this one if you like fun with more than a few frills!

FRANK O'CONNOR



Some pictures of our lad Finletter in various parts of the game known as Attack of The Killer Tomatoes. Here we see him underground near to a key, standing next to a tree and a couple of other poses which we can't really make out. Sorry.



KILLER TOMATOES



Why is this man crouching in a cave next to a map icon depicting a famous battle sight?

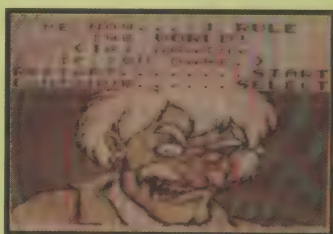
CHOPPED

Like any army, these tomatoes have their own chain of command. A lot of the time you'll be battling with the bog-standard cannon fodder, but now and then you'll come across some of the higher-ups, including Ketchup, Mummato and the Tom amongst toms, Beefsteak!

SPANISH

Just a little fact - tomatoes are actually classed as fruit, due to the fact they have seeds inside them. Another interesting, but ultimately fruitless (get it?) piece of trivia, is that those ker-razzy fellers at the EEC are trying to make out that carrots are also fruit. Guess why? Because you can make JAM out of carrots! A better reason you'll be hard pressed to find. Still, these are the people who tried to ban prawn cocktail crisps, so this is another sensible rule...

THANKS...to Console Concepts (0782 712759) for the review cartridge.



Here's a strange and disturbing picture of a man you'll come to know and loathe in a short space of time - his name is Frank O'Connor. No, it isn't really. He's Dr Gangrene and he's the evil mastermind who created the Killer Tomatoes. Oooh!



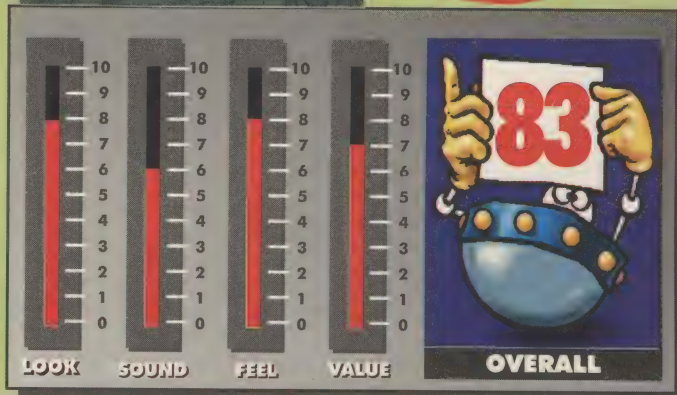
Attack of the Killer Tomatoes may not have a huge license behind it, but rights mean nowt when the game itself is a laugh, which this one definitely is. The game slows down when there's a lot on the screen, but there's lots to do and lots of levels to do it in.

PAUL RAND



PUREE

Whenever Wilbur trashes a Tom, out pop a couple of cherry tomatoes (you know, the little scabby ones which are always left in the bottom of the veggie bin at Safeways). Like the Mario games, collect one hundred of these and Will receives an extra life! And if he gets to the pizza parlour, there are burnt tomatoes to collect, and they're worth five of the cherry variety!!





MAILBAG

Let's GO! with this month's selection of wit, humour and hand-held related witterings in the **ONLY** mailbag you'll ever need to read! As usual there's the lively debate, topical chat and slaggings-a-plenty loved by all! If you want to get in on the fun, send your thoughts in either written or picture form to: **MY MUM TOLD ME SHE'D BEAT ME TO WITHIN AN INCH OF MY LIFE IF I WERE TO FORSAKE GO! MAILBAG, GO! TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** There are prizes for the best entries - let's hear from you all!

GAW BLIMEY! GO!'S GRAND!

Dear **GO!**

After reading your utterly brilliant mag I decided to get my own brilliant Game Boy. I felt that the way your mag praised the Game Boy and the way you give all the Lowdowns and brilliant reviews of all the best games I just couldn't resist buying one, and now I am glad I did because now I think that Game Boys are the best hand-holds in the world and where better to read about them than in GO!

What's better is I don't even have to pay for it as it comes free inside the other greatest mag in the world, CVG, which is selling at a very respectable price.

So let's hear it for GO!, the mag that makes other mags wet their pants in jealousy.

JOHN LARKIN,
Co Offaly, Ireland

I'M AS CLEVER AS BAMBER, ME

Dear **GO!**

I have just been reading the April issue of your totally brilliant magazine and I was reading the news section about the so-called new add-on for the Game Boy called the Game Plus - TURD! CRUD! TURD! Don't be so stupid! Did you not think at least one reader would see through your little April Fool scam? As for the photograph of this Game Plus, it is made up of a Viditek Sound Booster (with some fake buttons and a fake joystick stuck to it) and a Game Boy Holster. And as for the screenshot of Streetfighter II - it's just a photo of the SNES game in black and white!

In the same piece you mention 3 Meg supercart, Don't be so ignorant; a Game Boy is not capable of 3 Megs, plus you can't get a 3 Meg cart - they just don't exist!

I saw right through your April Fool and I'm sure many others did too! So why not play your annual trick on unsuspecting readers on a different month of the year, because everyone is expecting a trick in April.

Finally, is there going to be a Tiny Toon Adventures game on the Game Boy? If so, how does it look?

ANDREW HOLLAND,
Bangor, N Ireland

Indeed there is a Tiny Toons game coming on Game Boy - in fact, it's previewed in this very issue, so turn to it quick!

A FOOL SUCH AS I

Dear **GO!**

When I was reading the April edition of your magazine I came across a joystick thing with four buttons that fixes onto a Game Boy. I later realised it was just a Sound Booster with some round things stuck on it and a Holster slapped on top. And the Streetfighter II picture looks to me like a black and white arcade one.

L FERENS,
Crook, Co Durham

NOT AS DAFT AS THE NEXT ONE

Dear **GO!**

I have just worked out your cunning little April Fool's trick which you played in the April edition of GO!. The so-called Game Plus is a load of codswallop! All it is is a Viditek Sound Booster with a joystick and buttons on it, connected to the Game Boy. The top bit is a Nuby Game Boy holster with a green sticker on it.

As for the screenshot, it is just a black and white arcade or Super NES screenshot. Thought you could fool me, didn't you! (I did believe for a few hours!).

ANDREW ERVIN,
Bangor, N Ireland

PS Keep up the good work - your mag is brill!

GULLIBLE'S TRAVELS

Dear **GO!**

Your mag is excellent and your reviews are spot-on. But I have some questions about the Game Boy.

1. When will Streetfighter II be released?
2. How much will the Game Plus cost?
3. What carry case should I get for the Game Boy?

ROBERT PATON,
Bramhall, Stockport

1. When Nelson gets his eye back.
2. The cost of a Sound Booster, Holster and four pen tops.
3. We think you'd better get a large carrier bag in which to hold both your Game Boy and your sad, naive self.

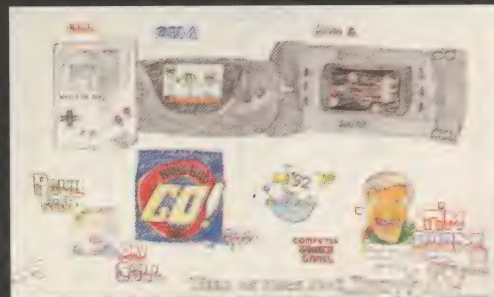
LET'S LAFF AT THE LYNX

Dear **GO!**

When I popped down to the newsagents to get my November issue of CVG, GO! fell out. I thought it was another dodgy leaflet asking for money, but the cover looked so appealing I decided to read on. Well, now I own a Game Boy and eight games, thanks to your brilliant mag. What more do I need to say?

Oh yeah; why do crappy Lynx owners cuss down the Game Boy so much? I mean, the Lynx has good graphics but it is too big and the games are no good. The Game Boy has to be tops, followed by a close contender, the Game Gear.

BRUCE BISCOE,
Epping, Essex



Stephen Calcott of Coventry is a top hand-held hero who thinks all three machines are the tops - take a bow, Steve!



Sega's very own speedy son, lovingly captured in crayon by a silly person who didn't include his name. Remember, write your details on the back of the pic if you want a mention!

(RIGHT) Who's going to win the hand-held war? Ask David Inglett from Hearts!



STRIKE A LIGHT! WHERE'S THE LIGHT?

Dear **GO!**,

In the latest edition of this totally excellent mag you said the Game Boy wouldn't be on sale in the UK for years and years, yet on page 20 there was a photo of a Game Boy with apparently colour graphics. Is it real or fake? I noticed the battery light was not on (am I smart or what?).

MATTHEW PHELPS-JONES
Camberley, Surrey

PS I have a Game Boy and think it's solid!

The screen on the Game Boy wasn't actually taken on a Game Boy at all! It was shot from a TV screen using a Wide Boy (a device that lets you play Game Boy games on a telly screen - very handy if you want high-quality screenshots) then superimposed onto a photo of the machine! The Wide Boy lets you change the background colour of games, so that's where the yellow hue comes from. A bit of photographic trickery, from those clever fellers who bring you the world's ONLY hand-held mag!

I'LL BUY THAT FOR A DOLLAR

Dear **GO!**,

Yet another excellent issue of GO! Not only do we get more pages of reviews and news, but we also get an April Fool nearly as convincing as the Amigadrive! Unfortunately, the Game Boy amplifier, belt-clip, sticky tape and novelty twiddle bits (not to mention the black and white Famicom screenshots) were just a bit of a giveaway! (Just like GO! really!) To me, £15 seems a tad on the expensive side for just one copy, but if Derek and I Kinsella wanna buy back issues off me, I would be more than happy to take their money from them!

Keep up your most excellent work!

I MORENER,
Oldham

PS Does anyone else like jam, cheese and salad cream sandwiches? Yummy!

WHY ARE GG GAMES SO CRAP?

Dear **GO!**,

I've been reading your mag for the last six issues and I have to congratulate you on the new style. I would like to know whether there will be a BIG new game on the Game Gear, as most recent games have been a pile of crap, notable exceptions being Sonic and Donald Duck. The Game Boy seems to have some ace releases, but the Gear just has unplayable rubbish like Space Harrier, Heavyweight Champ etc. I'd like to see something like Terminator which is coming out on Megadrive and Master System.

If Sega want to compete with Nintendo then they should bring out some of the big names. The quality and quantity of Sega's little black box needs a boost, so Sega, get to it.

STEPHEN CALCOTT,
Coventry

There have been some duff releases on the Game Gear of late, but the good far outweighs the bad. What about Super Kick Off? Mickey Mouse? And Monster World 2, which is reviewed this very issue? And as far as Terminator is concerned, we can't promise anything, but...

TETRIS STROKE TAJ MAHAL TEASER

Dear **GO!**,

Regarding Peter Harrison's letter of issue 6 and his question "Why the hell does Tetris have the Taj Mahal at the beginning?" The answer is, it doesn't. In fact, the building is a very famous Russian building, the name of which escapes me right now, and it is there because Tetris was originally conceived by a Russian, and not by an Indian (if it had, the Taj Mahal would no doubt be an appropriate backdrop, but since it wasn't, it isn't). I hop this answers your question Peter, aligns the planets in universal harmony and educates the Game Boy public on the finer points of Soviet Architecture (similar as it is to Indian architecture).

AONGHUS DE BARRA,
Ranelagh, Dublin

Any more game/building combination queries that our readers could sort out for you? Send them to 'I CAN'T TELL THE WHITE HOUSE FROM A GREENHOUSE' at the usual address.

SHOOT ME! I'VE GOT A VIC 20!

Dear **GO!**,

My friend lent me a copy of your magazine to read on the bus recently. I was disgusted to read the debate on which hand-held was the best. I own a VIC 20 (because I am sad) but was promised a hand-held for Christmas. "Which one?", I hear you cry. Lynx is the best, no, Game Boy, etc, etc. The truth is, I would have been grateful for any of them. The majority of your readers should realise that they are lucky to have one at all.

Unfortunately, I was unable to get one in the end and have had to console myself with my VIC - which, incidentally, has just broken and is not worth repairing.

I ask your readers to be happy with what they have been given, or bought for themselves, and to stop whinging.

GREG SAUNDERS,
Evesham, Worcs

PS I think your mag is otherwise brilliant and I shall buy it all the time when I eventually get a hand-held.

GOT BY THE GAME PLUS GUFFAW

Crikey! We did have a jolly old time laughing at your phonecalls when we brought you the story of the incredible Game Plus adaptor and Streetfighter II on Game Boy - it was an April Fool! A few of you weren't caught out, though - and what is strange is that most of the doubting Thomases were Irish people!

100% MEGADRIIVE

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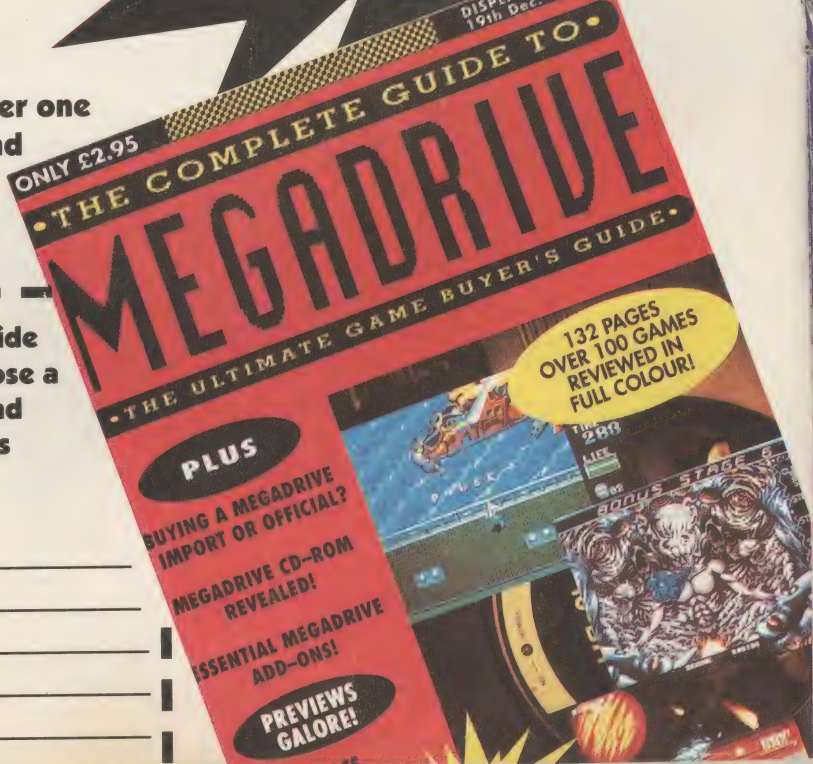
OOOH! QUICK! Send me a copy of the complete guide to MEGADRIIVE because I'm really desperate! I enclose a cheque/postal order for £3.45 (£2.95 + 50 p post and packing) made payable to Mean Machines. Overseas orders send £5.00 cash (UK Sterling only)

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RAMPARTS



In days of old when knights were bold and kings had money to burn, castles could be seen wherever you looked. Unfortunately for their owners, they were being continuously ransacked by undesirables who felt it their duty to make off with the loot held inside.

In Ramparts, you become the castle's caretaker and military genius. Defend your master's abode against the hordes and, when the battle's over, begin a repair and rebuild programme before the next gang turns up. And who said it was all banquets and deer-hunts, eh?

LYNX - £26.00

PICK A CASTLE, ANY CASTLE

First things first. Before you can take on the natives who want to do over your overgrown semi-detached, you've got to choose a castle from which to fight. There's a few to choose from, each one situated at a different position on the playing area. Select wisely - you don't want to be left wide open to all-out attack!



Hi ho, hi hi, it's off to work we go! Dig out your yellows and get repairing quick!



MAN THE CANNONS!

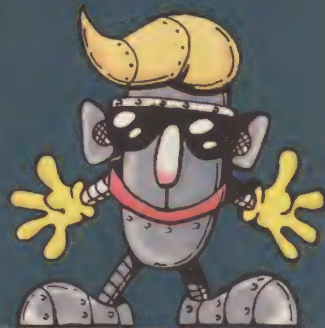
You aren't going to stop the invaders with just a quick smack in the chops; you're going to have to deploy something a bit more tasty - cannons, for instance. You're given a number of cannons to deploy in each round, and it's up to you to position them for optimum effect, depending mainly on exactly where the threat is coming from.



ON THE MEND

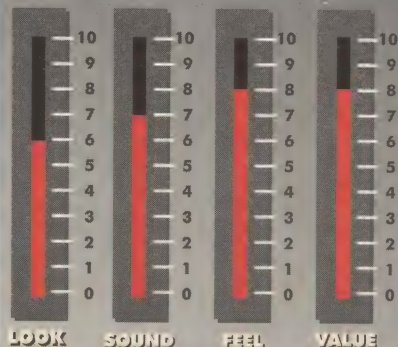
After the battle has ended, it's out with the bricks and mortar for a spot of rebuilding - with the use of Tetris-style shaped pieces which slot together to form a wall with no breaks. If, when the time runs out, there's a gap in the wall, the baddies get in and you lose a life.

My liege! My liege! The enemy approaches! Those baddies storm onto the screen in their little longboats - blow 'em up afore they do you in!

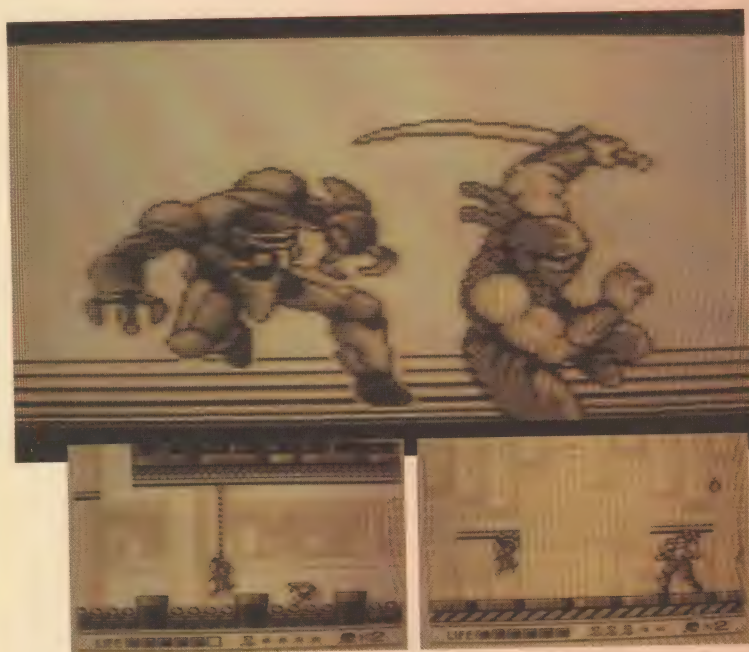


It may sound a bit dull, but Ramparts is actually an engrossing little strategy game. Graphically uninspiring, it's the simplistic yet strategic gameplay which wins out to make Ramparts a cart for Lynx owners to look out for.

PAUL RAND



OVERALL



The Ninja Gaiden legend returns on Game Boy! It's the year 1985 and the young Ryu Hayabusa who, three years later, goes on to defeat Jaquio, is in training. Wet behind the ears and unpolished in his fighting skills, Ryu already knew the meaning of justice. A good thing too, for the Emperor Gulf has appeared, to bring fear and death to the world.

Gulf, an underling of Jaquio, believed himself to be invincible. The only danger came from the Dragon Clan and they had all been wiped out. Or so he thought. One lone warrior survives - Ryu Hayabusa is his name.

GAME BOY - £24.99

NINJA GAIDEN



Blimey! Ninja Gaiden Shadow must rank as one of the best Game Boy beaters yet seen! Fab (but dinky) graphics, cool sound and some monstrous gameplay are all the elements you need for fun - and NGS more than delivers. One for the collection!

TIM BOONE

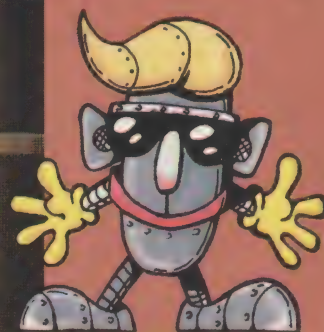
JUST HANGING AROUND

Whenever Ryu feels the need (like when something on the ground is going to kill him in a horrible fashion), he can hang onto any pipes above the floor and shimmy along them. Not only is this useful for passing any dangerous ground-based objects, it's also a handy way of getting behind those nasties and stabbing them in the back. Whoever said ninjas were honourable?



Blow me, look at the size of that thing! Luckily I've got gunge grab hands that stick to anything and before long this bad boy's gonna be history 'cos I'm a bit of a boy, me...

THANKS...to Console Concepts (0782 712759) for the review cartridge.



Phew! Ninja Gaiden Shadow is a furious fighting frenzy from start to finish! You'll go glassy-eyed over the graphics, slaver over the sound and pop a cork over the playability! A brilliant beat 'em up worthy of anyone's time and money.

PAUL RAND

NINJA SHADOW

NINJA NASTIES

Each of the levels, as well as being full to bursting with Gulf's goons, have a boss waiting at the end, eager to bring your mission to a swift halt. Let's take a look at those nice guys Ryu will run into along the way, shall we?

STAGE ONE: SPIDER: Half mutant arachnid, half robotic killing machine, Spider relies on his agility and metal claws to see off any unwanted visitors to his domain.

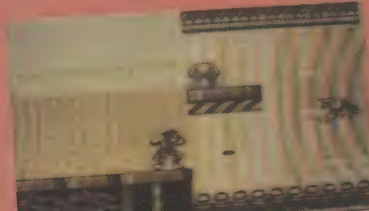
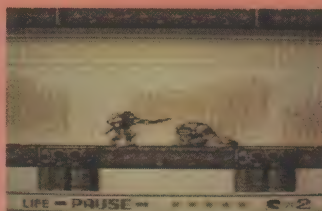
STAGE TWO: JACK AND GREGORY:

They may sound a bit wimpy, but they're not. Jack 'n' Greg are top wrestlers who work together to meet their aims. Jack will hold onto his enemy while brother Gregory beats him to a pulp - not an appealing prospect.

STAGE THREE: COLONEL ALLEN: The boss of Emperor Gulf's private bodyguards, Colonel Allen has always found that a few bursts of rapid machine gun fire puts paid to even the most determined good guy.

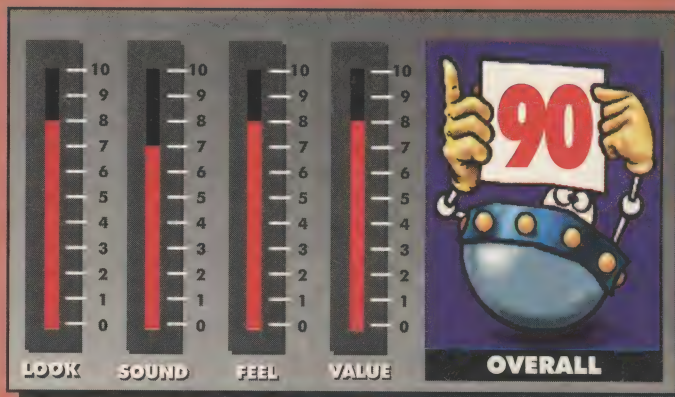
STAGE FOUR: EVIL NOBLEMAN WHOKISAI: He may have a funny name, but Whokisai is no joke when it comes to kicking his enemies all over the place! With his mystical power over the wind and his Fan Boomerang weapon, you'll be hard pushed to find whether this nobleman is noble in defeat.

FINAL BOSS: EMPEROR GULF: He appeared from nowhere to bring chaos to the world. This dastardly demon is one of the most vicious devils ever to crawl out of Hell - and there are rumours that he can transform his body into that of a massive fighting robot. Crumbs!



A WHEELY HOT TRICK

Ryu being just a YTS ninja and all that, he's only learnt one piece of ninja magic - the Art of the Fire Wheel. It's quite smart and gets rid of Emperor Gulf's honchos in no time at all. Unfortunately, our boy only gets four cracks at using his magic, unless he find extra power units, so use them with care.



Space. The final frontier. These are the words that opened each episode of probably the most influential sci-fi series ever - Star Trek. Join Captain James T Kirk and the crew of the starship Enterprise in their most perilous mission yet, to celebrate twenty-five years of the Trekkie phenomenon. The Doomsday Machine has appeared and is tearing large chunks out of the universe. What's worse, the Klingons have stolen the Disrupter - the only device capable of stopping this malicious machine, and dismantled it, scattering the parts throughout the Final Frontier. The task for Kirk and Co is to collect all the bits of Disrupter and destroy the Doomsday Device - and if you think you're going to live long and prosper, you'd better think again.

GAME BOY - £24.99



PHASED OUT

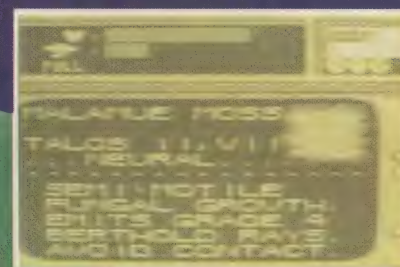
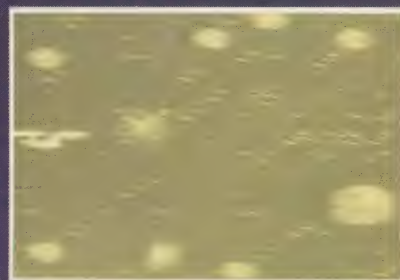
Being a starcruiser, you'll invariably find the Enterprise flying about the cosmos. You have two types of weapon under your control - phasers and photon torpedoes. While the phasers last forever, they aren't that hot when it comes to clearing a path through the cosmos. The photon torpedoes, on the other hand, are pretty handy; but you only begin with four, so use them wisely.

STAR TREK- THE 25TH ANN



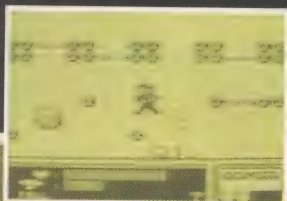
While the license offered a lot of scope to the programmers, what has materialised is a half-hearted shoot 'em up with a collect-the-bits sub-section bolted on for good measure. Graphics are pretty poor and sound is quite abysmal, and you'll soon get bored of doing the same thing time after time. Beam this cart back up, Scotty.

PAUL RAND



SOMETHING FOR THE TREKKIES

The Star Trek saga first hit our screens in 1968 and spanned 79 episodes. The series became an institution, rocketing a whole host of relatively unknown actors to stardom. William Shatner, who played the square-jawed hero Captain James T Kirk (the T stood for Tiberius!), later went on to become telly cop T J Hooker and released a live album, cleverly entitled William Shatner Live. Not only that, but both he and co-star Leonard Nimoy, alias Mr Spock, directed a couple of the smash-hit Star Trek movies!



Boldly going where no man has gone before - into the globulous space amoeba with Kirk and Co.



PIECES OF TWELVE

There are twelve pieces of the Disrupter to collect, each hidden on a different planet. Kirk and his cronies will have to find the correct worlds, battle through battalions of baddies and dangerous asteroid fields and beam down to pick up the pieces if they're to avert disaster!

SAVE THOSE STARDATES

It's a pain in the Dilithium crystals when, after getting really far into a game, your mum shouts you for tea and all must be lost - the wrath of a parent is worse than that of a Klingon! Luckily in Star Trek, you receive a Stardate on each planet you visit - in future games simply select the Continue option at the start of the game and enter the stardate to be transported back to that world!

ANNIVERSARY

ENTERPRISING ATTRIBUTES

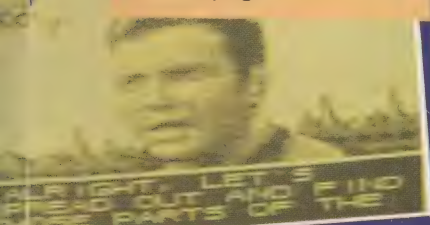
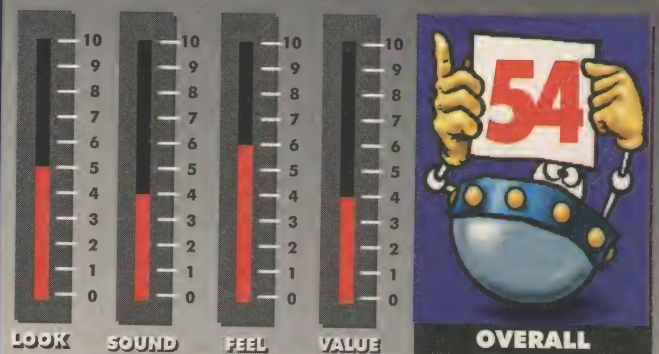
If you've seen Star Trek on the telly (or indeed, in the cinema, where the last in the Star Trek movie series has just finished doing the rounds - it's fab, by the way) you'll no doubt have noticed the complicated controls on the bridge. These have been cut down ever-so-slightly in the game to eight directions and two modes of firing. There are three important settings which you can tinker with in order to improve your chances off success at various stages of the quest: Shields, Speed and Phasers. Changing one of these settings will alter the other two, so be sure you get it absolutely right!



Kirk and his cronies have had me on the edge of my seat more times than I've had hot dinners, but this Game Boy game left me feeling decidedly flat. Stone-age graphics and tiresome gameplay make a game that should boldly go away.

TIM BOONE

THANKS...to Console Concepts (0782 712759) for the review cartridge.



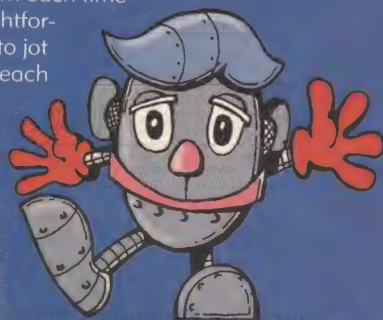
REVIEW

You can't keep a bad doctor down! The psychotic surgeon in question is Doctor Wily, thorn in the side of everyone's hero, Mega Man! The most amazing superhero ever to hit the little Nintendo returns in this all-new multi-level arcade thrash, with the player controlling the man Mega himself, through screen after screen of Doctor Wily's most ferocious cronies. So what's the maniacal MD been up to this time? He's nicked a time machine from the Chronos Institute and has zipped off to the far future - the 39th Century to be precise, to grab some wicked weaponry and return to take over the Earth. Mega Man's task is to fight his way through Wily's robot guards and find the Time Skimmer - then shut it down!

GAME BOY - £24.99

A DOTTY WAY TO PASS

Mega Man doesn't want to be smashing Wily's robots any longer than he has to - who would? - so there's a handy password system included in the cart! A grid appears, into which you enter dots, the correct positioning of which is shown each time you destroy a guardian. Very straightforward, don't you think? Remember to jot down the dots on a piece of paper each time you're shown the code, otherwise you'll forget it and have to fight all the way through from the beginning again!



Hurrah! The mighty Mega Man is back in another amazing adventure! This time round it's slightly more playable, with beautiful sprites and loads of baddies to avoid or kill. Most importantly, the urge to get that little bit further is there until the very end. An excellent platform romp - hurry up with Mega Man 3, please!

TIM BOONE



MEGA M



LOTS OF LOVELY STUFF

Even a mega man like Mega Man needs a helping hand from time to time! Some of the enemies drop items which can be used against the baddies. These are:



ENERGY PELLETS: Run down? Lethargic? Don't bother with Lucozade! Take an energy pill to increase Mega Man's strength!



WEAPON CAPSULES: It's a pain when you're blasting merrily away, only for your gun to run out of 'oomph'. Grab a capsule and increase the energy of your weapon!

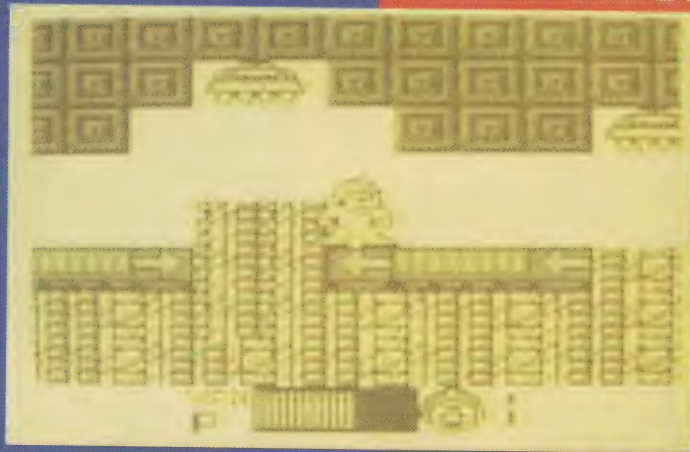


ENERGY TANKS: Everyone likes being tanked up - and our hero is no exception! Pick up one of these to restore Mega Man's energy supply.

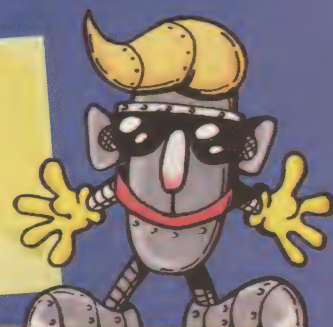
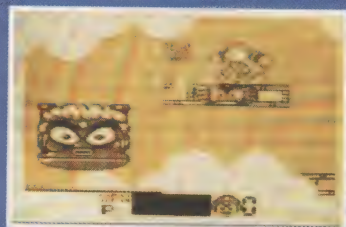
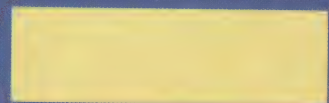
1-UP: A 1-UP in Mega Man's world is the same as everywhere else - it gives an extra life!

CRAP CARTOON CORNER

It's quite possible that you've seen our friend Mega Man on telly! He's got the starring role in a cartoon called Captain N, which used to grace our TV screens early on Saturday morning, some months back. But if you never got the chance to see it, don't worry. You haven't missed much.



GUNNING FOR GLORY



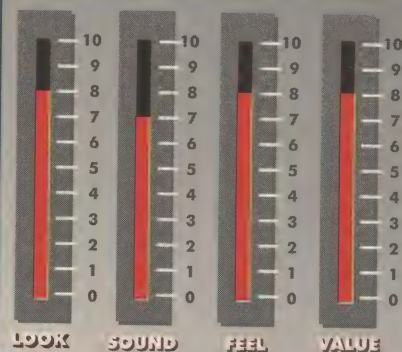
A MEGA MATE

Mega Man's best friend is a robot dog called Rush, who comes into play whenever you find an adaptor. Rush is really cute and helps his master out in every way he can - even though an outrageously large laser gun would be rather more useful under the circumstances. At least he doesn't poo on the floor, though!

The first Mega Man blast on Game Boy was the tops, and the sequel is even better! Nine levels of fun 'n' fighting is what's in store for anyone who grabs this cart, and the action is complemented by the great graphics. It's mega, man!

PAUL RAND

MAN II



OVERALL

ELEVATOR ACTION

GIVE US A LIFT, MATE

So why is Elevator Action called Elevator Action? Because most of the action revolves around...wait for it...elevators! Your little agent will find it most necessary to use the lifts and, indeed, the escalators to travel between floors, not only to get to different doors behind which are extra weapons and stuff, but also to get well away from any gun-toting guards who happen to be on the same level as you!

GET SOME GUNS

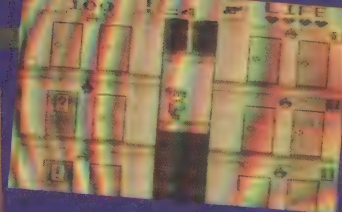
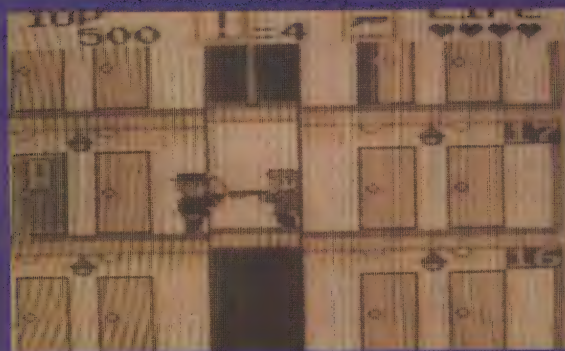
There are quite a few different guns to find in Elevator Action - and it's a good thing too, as the one you start with is fairly crap. In fact, it's pretty hopeless. But don't worry too much, for you can find shotguns and machine guns which waste those behatted boyos faster than the blink of an eye.

SCORES ON THE DOORS

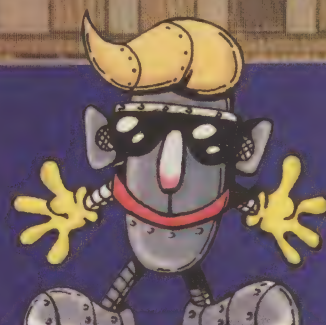
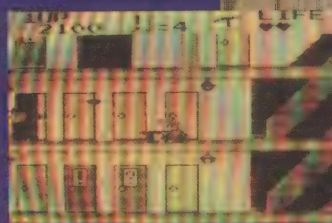
There are doors-a-plenty in Elevator Action, and you've gotta be on your toes when you pass one. Some conceal items or disks, but others hide enemy agents who pop out and shoot you. The nasty lot.

Lordy! An oppressive criminal organisation is bringing terror to millions - and the police can't do a thing to stop them! They're ensconced in a massive high-rise building, guarded day and night by psychotic guards and dangerous dogs. The only way to find enough evidence to close them down is by breaking into the building and nicking a load of computer disks holding vital information concerning the organisation's activities. Use your skill and cunning to track down the disks, using items found inside the building and avoiding or destroying the guards before they put you in a smart pair of slippers - concrete ones, of course. Not a nice prospect for anyone, but luckily you've got what it takes to close down their seedy operation for good. You hope!

GAME BOY - £24.99



THANKS...to Console Concepts (0782 712759) for the review cartridge.

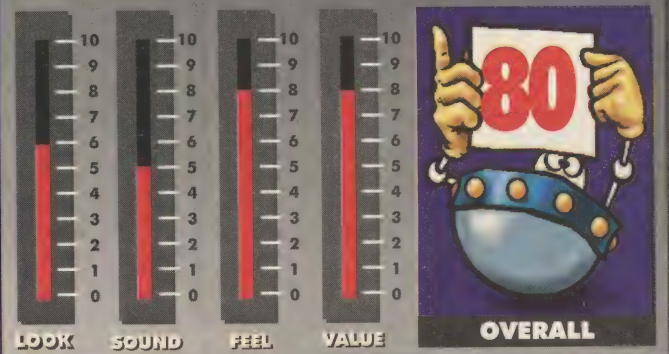


ARE GUARDS AWFUL PEOPLE OR WHAT?

Guards aren't the nicest folk around. The guards in Elevator Action, though, are the nastiest of the lot, 'cos they carry guns and won't think twice about using them at your head.

A firm arcade favourite of most folk around here, Elevator Action has translated well to the Game Boy. Fun and addictive, the timeless gameplay is simple yet demanding. If you liked the coin-op, you'll love this!

PAUL RAND



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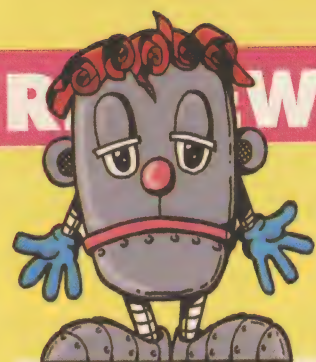
I'm not interested in being bullet-proof, attracting persons of the opposing gender or having superhuman psychic abilities, but I do fancy one of those smart MegaTech T-shirts with the big skull on the front. So send me one, and quick about it!

MY NAME.....

MY ADDRESS.....

Please send me..... T-shirt/s in MEDIUM/LARGE/XL(please state).....

I enclose a cheque or postal order for £6.50 per shirt.



Wonderboy III on the Master System was a top adventuring lark, and this Game Gear version is just as good! Brilliant graphics are in abundance and the game is so big it'll keep you going for yonks!

FRANK O'CONNOR



He's still a human being at the moment - but not for long! The world's hardest young 'un, Wonderboy, hits a baddy so hard it goes translucent! Jeepers.

HE'S ALL HEART, HE IS

The boy Wonder is a kid with a strong heart, and that's handy because his energy is stored in that very place! Each time he comes into contact with an enemy, Wonderboy loses some energy from the heart at the top of the screen - if all his strength is depleted he loses a life.

BAH, THOSE BLOOMIN' BADDIES

You couldn't choose a better name for Monster World; its inhabitants are truly monstrous! From horrible hogs to feisty flowers, they'll all be out to grab poor little Wonderboy by the cheeky bits and not let go until he's shuffled off this mortal coil!



Wonderboy's a dragon now and, what's worse, the castle is about to collapse around him! Better jump down that well quick before something bad happens.

MONSTER

WONDER WEAPONS

Wonderboy starts the adventure with just his simple kiddies sword. Not much help against some of the bad, bad baddies he'll no doubt bump into during the course of his quest. But don't be too downhearted - there's a whole host of goodies to collect, including whirlwinds, boomerangs and even lightning bolts, which all put paid to the antics of the nasties in Monster World.



Wonderboy is back! The bravest bairn ever to hit the screen returns in Monster World II, and guess what? Yup, his girlfriend has gone and gotten herself abducted again. She's been taken to Monster World, the most dangerous place in the kingdom, and Wonderboy simply has to go and rescue her.

It's adventure all the way, along with a fair smattering of danger, but he's assisted by a special spell which allows him to change into a variety of animals! What we want to know is, why doesn't he just finish with the lass and find himself a less demanding girly!

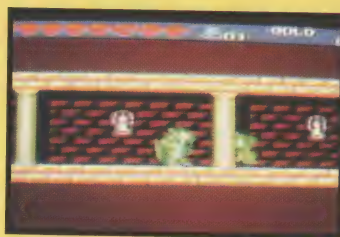
GAME GEAR - £24.99





MONEY MAKES THE WORLD GO AROUND

You can't go wrong with a bit of cash in your pocket, and the same is true in *Monster World*. Wonderboy can collect coins throughout the game, and these can be used to buy items and health whenever he finds a shop in the many towns and villages he'll come across.

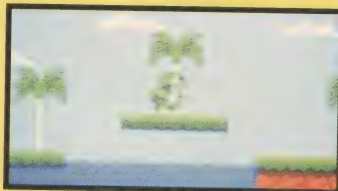
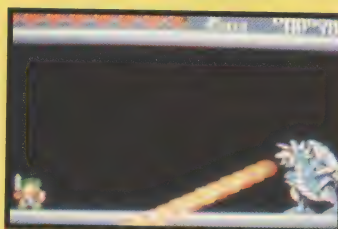


REVIEW

IT'S TIME FOR A CHANGE

It's not *Wonderboy's* day, is it. Tramping through a castle, beating up baddies, when all of a sudden he transforms into a fire-breathing dragon! That's not all he turns into, either. During the game, *Wonderboy* will also change into a mouse, a lion and bird and something that looks like the *Creature From The Black Lagoon* - sounds a bit fishy to us!

WORLD II



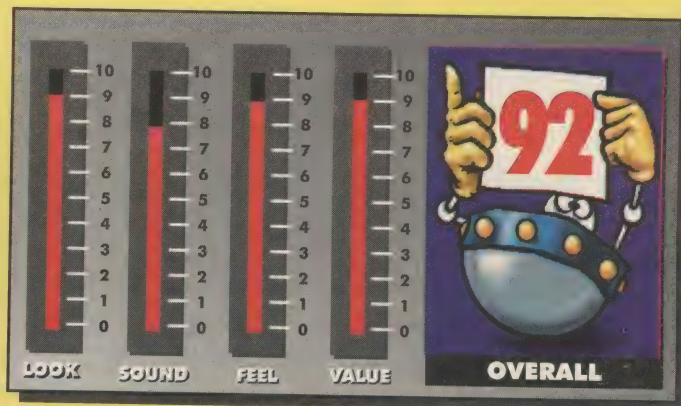
Hey, wait a minute! How the devil is this small piece of land simply floating freely in mid air? It's a miracle! Actually, it isn't at all. The tree on the land has thin but very strong wire attached to it, going to an off-screen pulley system which attaches to the snake on the right.



Monster World II is, to all intents and purposes, the same as *Wonderboy III* on the Sega - no bad thing, because that title ranks as one of the best on the machine. What you get here are excellent graphics, fine tunes and playability second to none. Get *Monster World II* and you'll be engrossed for ages!

PAUL RAND

THANKS...to Console Concepts (0782 712759) for the review cartridge.



LYNX

THE

TOP

GO!

100

100

100

100

100

Atari's little beauty gets the Top Ten treatment this ish. There haven't been too many releases for the Lynx in the past, but what is out there is generally of a high quality. **FRANK O'CONNOR** takes a trip down Lynx Lane to bring you the best. What a boy!



KLAX

This is one of the best puzzle games of all time. Square blocks roll down the screen which you catch in a paddle and drop into a grid. You have to line up the blocks in rows of three or more - horizontal, vertical or diagonal, but they must be comprised of blocks of the same colour. The graphics are smart, but where this title excels is in the sound effects dept. Samples galore as a sexy woman gives you instructions. Perfect playability and tons of variety.

STUN RUNNER

Graphically stupendous conversion of the hit Atari coin-op. The original used polygons galore to simulate a frantic race through a maze of tunnels. This fakes the polygons and as a result it moves even faster than the arcade game. Every single tune and sound effect has been sampled from the arcade machine and the game is a sonic treat. Basic bobsled-style gameplay but a massive adrenalin booster.



NINJA GAIDEN

Fans of the Shadow Warriors coin-op may find this a bit familiar - it's the same game! It's a straight conversion of the arcade beat 'em up, following the lines of Double Dragon. Walk along, kick the baddies and collect weapons across level after level of chopsocky action. Not exactly a brain-strainer but the graphics are lush and gameplay is fast and frenetic.



CHIP'S CHALLENGE

Chip is trying to join a club so he can get off with a girl. It's a bit sad really, but he has to perform a number of tasks to get in. They all revolve around a danger-filled maze where Chip must solve a number of problems. The puzzles change with each level but the basic gameplay is a cross between Pengo and Boulderdash. Chip's Challenge was one of the first Lynx titles available, yet the gameplay is as fresh as the day. Top quality entertainment with oodles of levels.



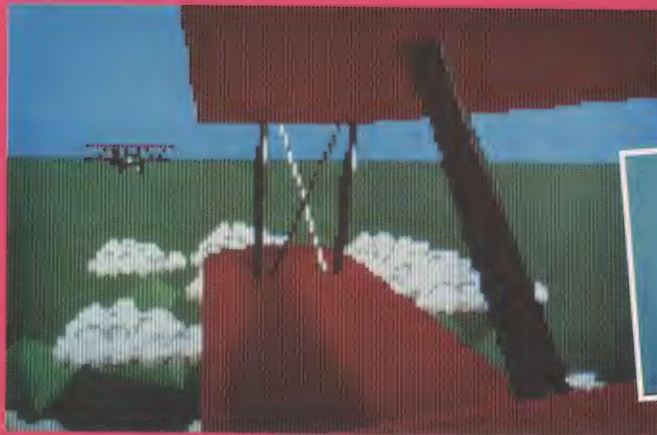
PACLAND

The yellow beach ball is back, this time in a Mario-style platform romp. It's a real race against time to reach the end of each level as you avoid a selection of ghosts and killer vegetables. There are dozens of hidden objects, screens and bonuses which together make this a brilliant conversion of the arcade original.



WARBIRDS

If it's top dogfighting fun and frolics you're looking for, you could do worse than go for this semi-proper flight sim, with heavy emphasis on blasting action. Graphics are most impressive as you soar around biplane-infested skies, dusting the Jerries as you do so. You can view the action from several angles and it really is great fun. Dogfighting with a two-player link is a top-flight treat.



LYNX



CALIFORNIA GAMES

No way dudes! Those totally narly Californian beach bums have come up with some mondo bizarro sports in the past, the best of which can be played on this bodacious cart. The events include BMX racing, Hacky Sack juggling, Surfing and Skateboarding. All the events require different skills and the variety and playability makes California Games a real bargain.

GAUNTLET

Not really a conversion of the arcade game, but it borrows ideas from the arcade smash. There's a big element of adventure as you move your chosen character through a goblin-infested maze. There are puzzles to solve and hordes of ghosts to fight. Graphics are pretty, sound effects impressive, and you can link up to other machines for simultaneous four-player action. Great stuff and a huge area to explore.



FIDELITY CHESSE

This is a bog-standard chess game with one important feature. It takes advantage of the Lynx's weird processor to make the computer opponent one of the toughest outside a Grandmaster tournament. Fidelity are famous for their chess computers and this is one of the best implementations of the game. The graphics are crisp and clean and the sound effects adequate. Lots of options and very tough.



ROBOTRON 2084

An ancient, but massively addictive and frantic shooter with no frills or trimmings. Smash TV uses the same idea but this is a raw, no messing blaster. The object is simple; kill the bad guys, collect the good guys and keep doing it. That's all there is to it. No mess, no fuss no waste. Just fun!

DIAL - A N - A D N U M B E R

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SWAP, MY MINT CONDITION SEGA MEGADRIIVE. 2 joypads. Carrycase, 7 top games. For Super Famicom inc. games. Call Kelvin on 0977 674917.

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NINTENDO NES FOR SALE. Only used twice. Includes everything. 2 Games. (Super Mario 3, Turtles.) All in Mint condition. For only £100 Call Daniel on 0264 356810.

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THE MICROSELLS cont.

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ATARI STE. EXC. COND. With 40 games. copy facilities. Blank discs. £ joysticks. Art package. Quick sale. Bargain at £180. Call 0932 346826 and ask for Richard. Surrey callers only.

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Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS

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GAMEGEAR FOR SALE. Mains adaptor, 5 games. Worth £230. Sell for £150. Or will swap for a gameboy with some games. Phone Matt on 0952 610252.

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BARGAIN!! 5 LYNX GAMES FOR £60. Original cost over £150. Exc. con. Tel: Gareth on 0254 219369.

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GAMEGEAR £190. Inc. Master gear and 5 games. 1 game (Mickey mouse) has no box. Worth £235 without Mickey mouse v.g.c. Phone Matt on 081 688 6988.

Evenings. Croydon.

WANTED GAMEGEAR OR GAMEBOY with game. Will swap for Megadrive games. Games inc. Spiderman, Mickey mouse and Golden Axe etc. Phone Mike on 0742 693412.

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THE MICROSELLS cont.

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TV TUNER FOR GAMEGEAR, WORTH £75 But will sell for £50. Master gear for sale. Plus Indiana Jones and Rtype. Worth £85. Sell for £50. Will not sell games separately. Phone 081 300 9836 Sidcup.

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FOR SALE GAMEBOY WITH CARRYCASE, Linklead, head phones and 3 games inc. Super Marioland and Castlevania 2. All still boxed and in great condition. Worth £130, selling for £90. Please call 0723 513327.

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I WANT TO SWAP MY GAMEBOY for a Gamegear. My Gameboy has 3 games. but will accept the gamegear with just 1 or more games. Phone Milton Keynes 665834.

ATARI LYNX FOR SALE with 4 fab games. Includes power mains. Phone 0795 426696.

Quick sale only £75.

THE MICROSELLS cont.

FOR SALE SEGA GAMEGEAR with 6 games, and 3 master system games. With Master system convertor and Power supply. All boxed with receipts. Will sell for £160 ono. Tel Lancashire 0772 455851 and ask for Johnathon.

LYNX II FOR SALE with 7 games. £160. Everything as new. Please call 081 390 0055.

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ATARI LYNXX II FOR SALE IN BOXED CONDITION with 2 games, also AC adapter, rechargeable batteries and Lynx Pouch. Will sell for only £95. Tel: 0737 242457 and ask for Mark.

GAMEGEAR FOR SALE with Super Monaco GP and Donald Duck games. Plus AC Adapter. All boxed as new and in excellent condition. Also for a quick sale I will throw in a battery charger free. All for only £120!! If interested call 0424 714458.

ATARI LYNX II WITH 2 GAMES,, sun visor, screen guard, link-lead. AC adapter. Still under gaurantee for £150. Or will swap for SEGA MEGADRIVE with 1 game, please call 0742 454973.

NINTENDO GAMEBOY 4 games, Spy vs Spy, Robocop 2, Batman, Super Mario bros etc. £8 each or all 4 for £25. Please ring 0336 409728.

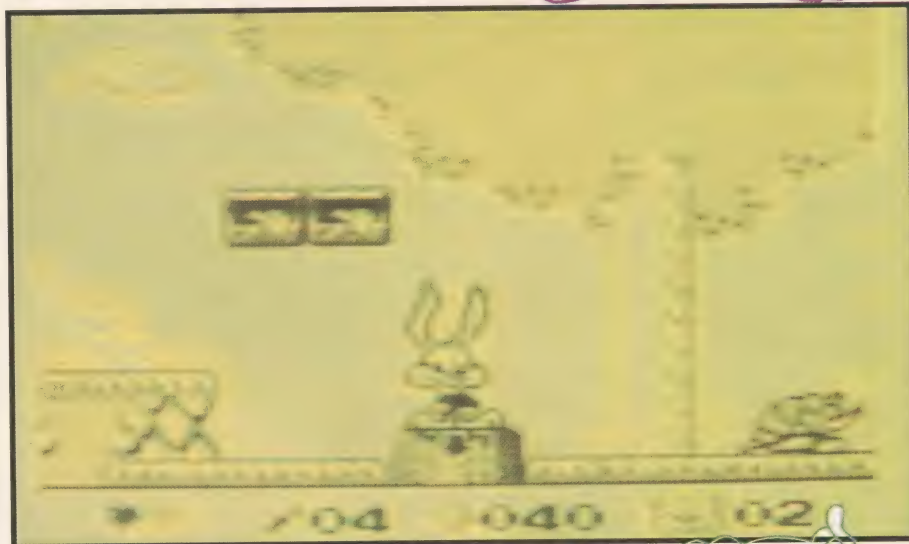
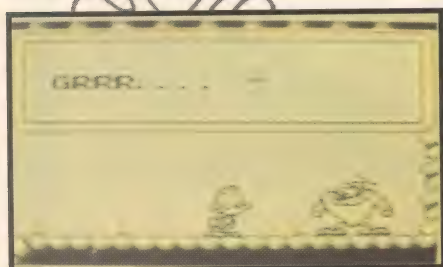
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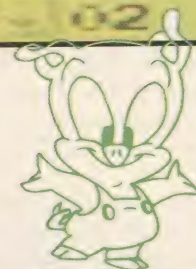
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PREVIEWS



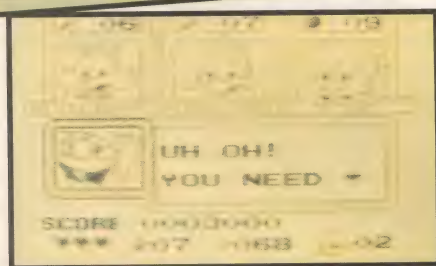
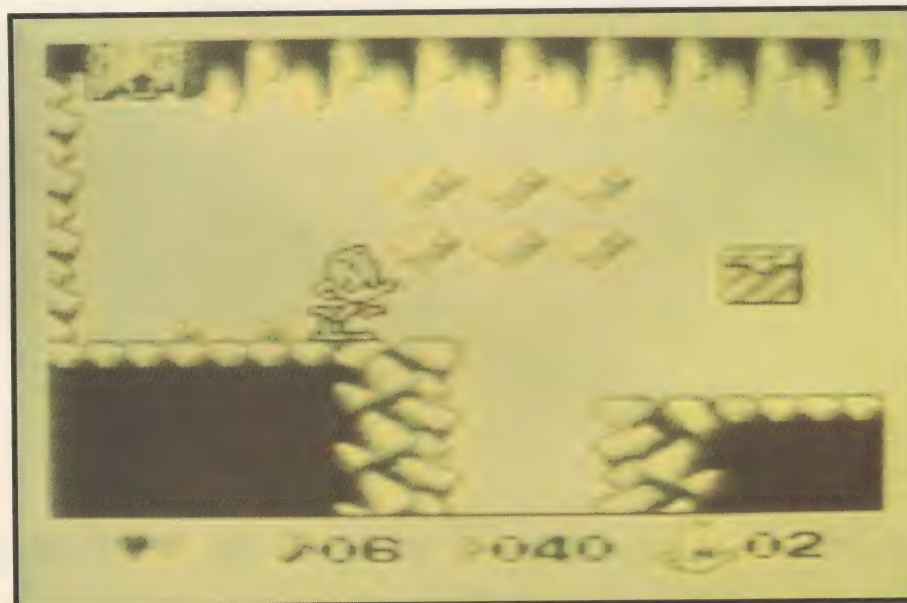
TINY TOON ADVENTURES

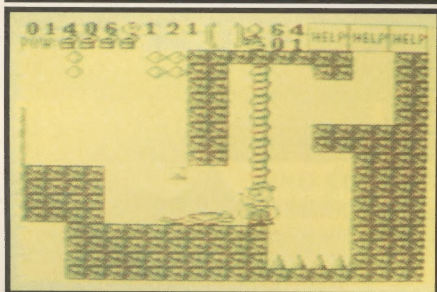
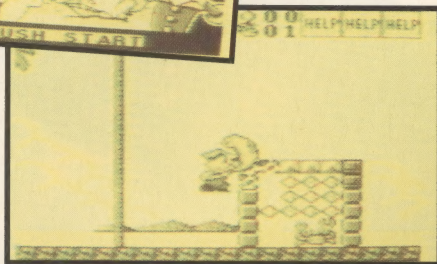
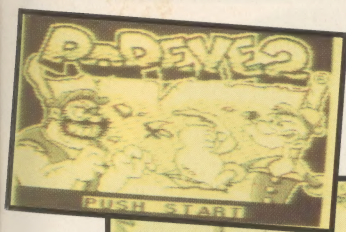


They're tiny! They're toony! They're all a little loony! They're the Tiny Toons, product of the man who can do no wrong, Steven Spielberg, and they're about to burst onto Game Boy screens soon! If you haven't seen the brilliant cartoon, the Tiny Toons are baby versions of some of your favourite cartoon characters! Meet Buster Bunny, Plucky Duck and Hamton Pig - and control them all in what could turn out to be one of the best Game Boy games for a long, long time.

Babs is off to downtown Acme Acres with aspirations of becoming a big star at the Acme Theatre. Unfortunately for her, the wicked Montana Max wants to close down the joint and turn it into his own private vault. It's up to Buster, Plucky and Hamton, with help from some of their best friends, to ensure that Babs makes her appearance on the stage. It's platform action all the way, mixed with secret rooms and sub-games, to make Tiny Toon Adventures sound like one hot cart. And as usual, we'll be first in there with an EXCLUSIVE Review next month!

GAME BOY - £TBA





POPEYE 2

If eating spinach and going out with skinny women is your cup of tea, then you could well be interested in Popeye 2! Brutus (or Bluto, if that's the name you prefer - if anyone knows why his name was changed in the cartoon, write to BRUTUS/BLUTO DILEMMA at the **GO!** address - a game for the funniest explanation) is up to his old tricks again, stealing away the 'lovely' Olive Oyl and hiding her from Popeye. It's up to you, as the man with the bulging biceps and embarrassing squint, to track down your sweetheart and sort out your arch enemy!

Popeye 2 plays much like the Super Mario games, with hidden rooms and special items galore for the player to pick up and enjoy to his heart's content. Want to know what the finished item is like? Well you know what to do, don't you - check out a forthcoming **GO!** when we'll bring you that all-singing, all-dancing Review!

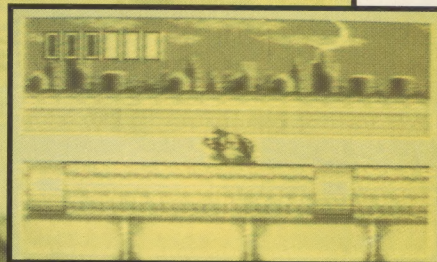
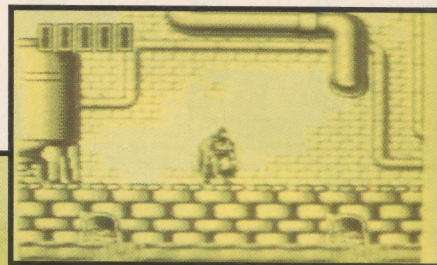
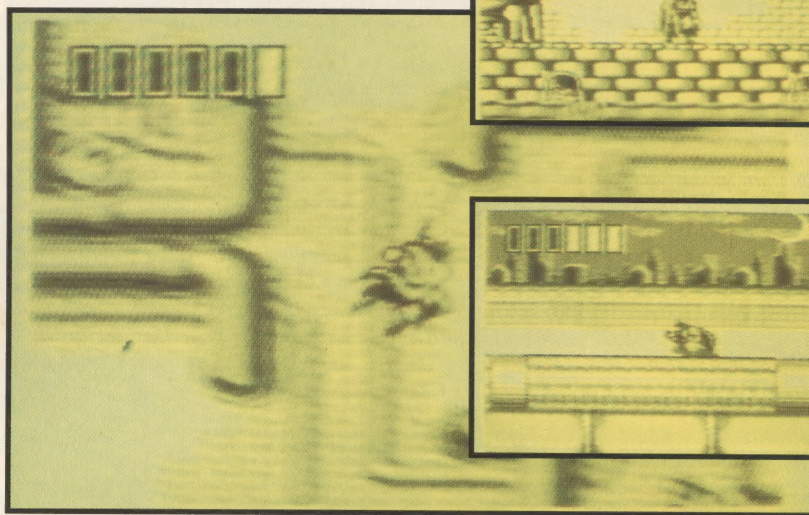
GAME BOY - £TBA

FORTIFIED ZONE

Hey, these girls are really beginning to make an appearance in hand-held games! The latest member of the fairer sex to star in a video game is actually not at all fair - she's a crack soldier in Fortified Zone, the latest cart from Jaleco. One half of a two-person army, the lovely lady and her male counterpart are on a mission to infiltrate the enemy headquarters and, well, blow it up.

Featuring four challenging levels and legions of enemies to kill, Fortified Zone is shaping up to be a winner on the little Nintendo. With an interesting two-player option which allows participants to use each other's equipment, it will certainly make a change from trying to butcher your mate so that you can grab all the spoils for yourself! As if it needs saying, a **GO!** Review is on its way soon.

GAME BOY - £TBA

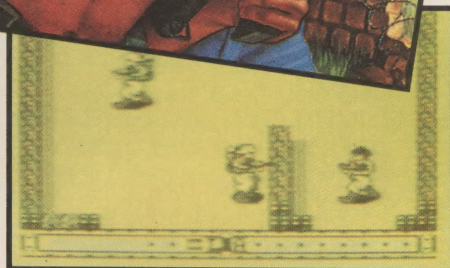
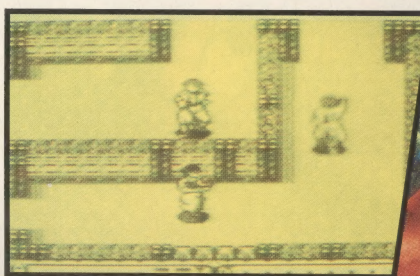


BATMAN - RETURN OF THE JOKER

The man in black is back! Batman returns to the Game Boy soon in the sequel to the original classic hand-held game in Batman - Return Of The Joker, in which the Joker, surprisingly enough, has returned to bring chaos and disorder to Gotham City. The Dark Knight is all that stands between good and evil in this multi-level romp through the various areas of Gotham in a game which is markedly different to its prequel.

This time around, the action switches from Super Mario Bros-style gameplay to a style more akin to the likes of Mega Man and games of that ilk. Presentation has been altered too; the main sprites are much bigger than before, with an extremely large and detailed Batman character. As usual, we'll be bringing you the **EXCLUSIVE GO!** Review next issue - what more could a Batfan ask for?

GAME BOY - £TBA

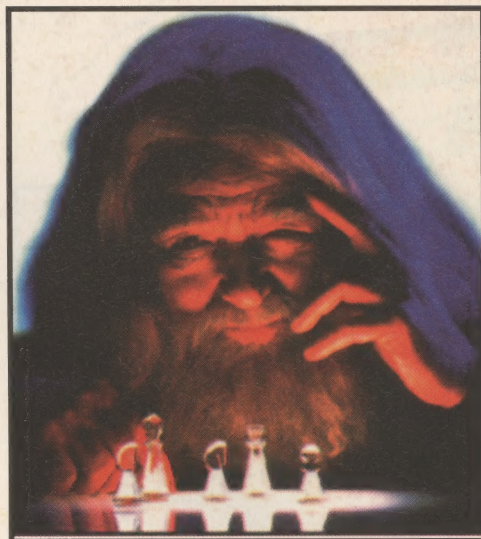


PREVIEWS

FIGHTING SIMULATOR

Fancy a fight, eh? A good old, one-on-one rumble? You do? Great; let's step outside, shall we? Play Fighting Simulator and you may just be able to say that to someone next time they're hassling you. Fighting Simulator from Culture Brain (the same lads who produced the excellent Faceball 2000) features seven types of fighting, from Karate to Kick Boxing, and even includes a scrolling beat 'em up where fully-trained yobbos can practice their new-found skills. This freebie, called Flying Warriors, puts you in the slippers of Rick, battling against an unknown enemy force so that he can nick a load of treasure. Sounds like a right hoot - you'll find out whether or not it turns out so in a later issue of gob-smacking **GO!**

GAME BOY - £TBA



THE CHESSMASTER

One of the most critically-acclaimed chess programs of all-time has found its way onto the Game Gear to taunt, tease and tantalise lovers of this brain-draining pastime. The Chessmaster proved a smash on Amiga, not only for its incredible challenge but also its use of 3D chess pieces! Unfortunately, that extra dimension we know so well has sort of got lost during the transition from Amiga to Gear, but expect exactly the same difficulty as the computer version.

All your favourite chess-related stuff is in there, from pawns and rooks to knights and, yes, even kings! With thousands of different moves to choose from, your Game Gear could give even the grandest Grand Master a run for his money. Look out for a Review in **GO!** over the coming months.

GAME GEAR - £TBA

OLYMPIC GOLD

We're all off to sunny Spain for the 1992 Barcelona Olympics! At least, those of us with an absolute stack of money will be. The more lowly among us will have to make do with the official Olympic cart on Game Gear - and if first impressions are anything to go by, that's no bad deal!

US Gold, who you may remember brought us the unbelievable Super Kick Off on the shrunk-down Sega, have tied up the rights to the well-known four-yearly jamboree and stuck a selection of events onto a cartridge. Try your hand at sprinting, relay, swimming, archery and more, in the hope of lifting gold for yourself and your country. We've seen an early version of the game and, if you're the sort of person who jumps through a hoop at the merest mention of multi-event sports games, then get that hoop ready! But don't start leaping yet - hang on until we Review Olympic Gold next month in gold-winning **GO!**

GAME GEAR - £TBA

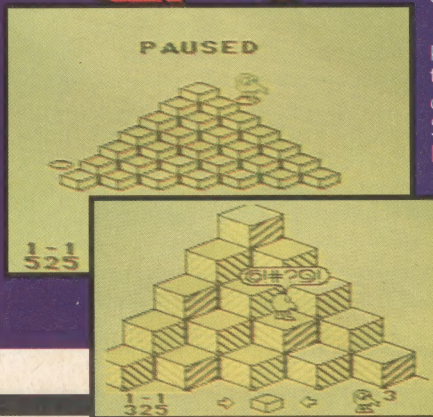


Q-BERT

Q-Bert? Who's Q-Bert? Who indeed! You're probably a little too young to remember the feller, so here goes. Q-Bert is a strange, round chap with no arms and a massive ant-eater nose who spends his days bouncing around platforms, turning them different colours. And that's that, as they say. So what's that got to do with anything? Well, he was star of coin-op and consoles back in 1983 and the simple gameplay proved a massive hit at the time - and he's making his way onto Game Boy!

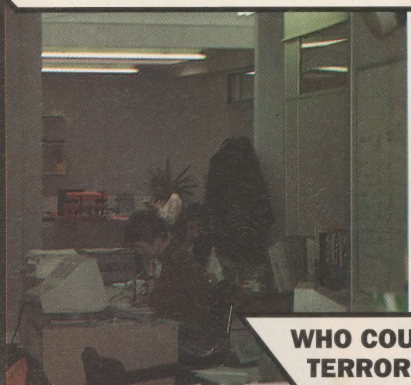
This pseudo-3D bounce 'em up has the player jumping onto the platforms in order to change their colour. Which sounds like as much fun as the Les Dennis Laughter Show. But, introduce such fiends as Bad Ball, Coily, Lefty and Righty and you're in for one frantic time. Ideas this simple usually age well - see whether this rings true for Q-Bert when it gets a **GO!** Review next month!

GAME BOY - £TBA



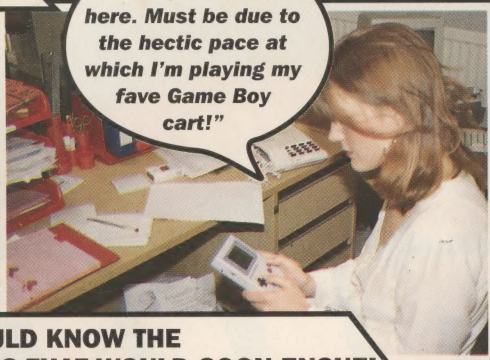
INDIANA-THE RETURN

A QUIET DAY IN GO! TOWERS...

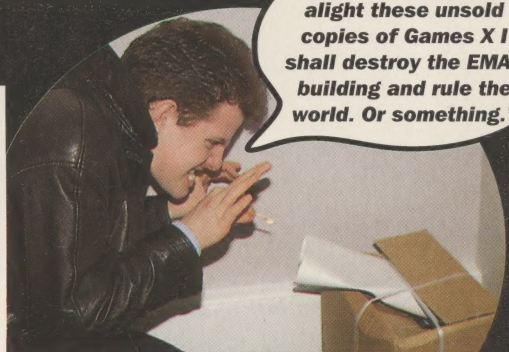


WHO COULD KNOW THE TERRORS THAT WOULD SOON ENSUE!

"Phew, it's hot in here. Must be due to the hectic pace at which I'm playing my fave Game Boy cart!"



"Ha ha! By setting alight these unsold copies of Games X I shall destroy the EMAP building and rule the world. Or something."



BUT THINGS WERE HOTTING UP IN A DIFFERENT WAY - BARON VON FRANKENHOFF WAS UP TO HIS OLD TRICKS!

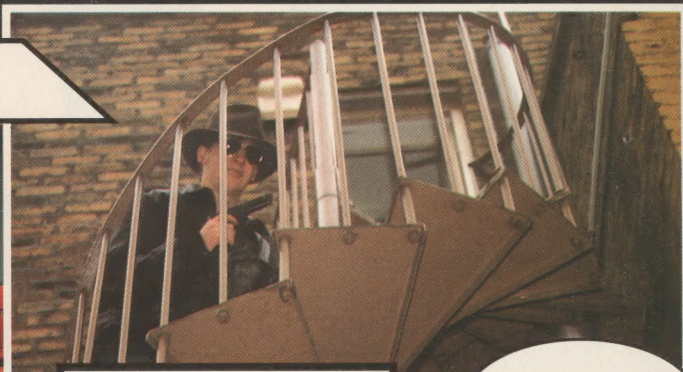
OH NO! BUT WAIT! WHO IS THAT MASCULINE FIGURE RUSHING TO THE RESCUE OF THE LOVELY JO?



"It can't be!"

"It is!"

"It's... Simon Peters out of Children's BBC with a hat and sunglasses on!"



THE MAN WITH THE RAY BANS (REAL, NOT FAKE) SURVEYS THE IMPENDING TRAGEDY...

"No it's not - it's INDIANA RAND!!"

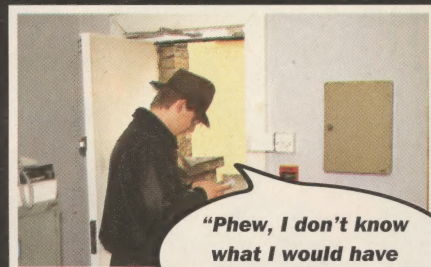
BUT...



"Oh no, the flames. I must get there in time."



"I'll take that, thanks."



"Phew, I don't know what I would have done without it."



"GUMPH!"

NEXT MONTH THRILL!

To Tiny Toon Adventures!
GASP!

When you see Batman 2!
BE AMAZED!

Over Missile Command!
ALL THIS AND MORE - NEXT ISH!

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